

GAME BOY EXCITEMENT

GB ACTION

Winter 94/95 ISSUE 34 £1.95

REVIEWED

FIFA SOCCER

SPACE INVADERS

MR NUTZ

ALSO

PINBALL FANTASIES

THE PAGEMASTER

MONSTER MAX GUIDE



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THEY THINK IT'S ALL OVER – NOT QUITE

Things be a-changing at GB Towers. Sadly, the old familiar faces won't be with you next issue. A new bunch will be in place giving us the chance to do a bit of relaxing...

Andy Sharp



Editor

With time on his hands, Andy is heading for a short break from the intense rigours of editing this fine publication. However, after that full rest and rehabilitation he will be making guest appearances in our sister magazine, Amiga Action. On recruiting Andy to the ranks, AA editor Paul Roundell said, "It's really, really great to have the awesome talents of young Mr Sharp at our disposal. I'm chuffed to bits". Andy would also like it to be known that he is available for children's parties and guest appearances. Minimal charge!

Rob Smith



Deputy Editor

With quite stunning timing, Rob won the National Lottery. After wading out from under a mountain of begging letters, he is off to buy an island in the Indian Ocean where he can retire in luxury. This may get a little dull, however, so building his own publishing empire is now high on the list of priorities. And who are we to say he's got no idea?

Lionel Hunter

Totally Ream Art Geezer

Lionel is simply going to chill out after spending late nights and early mornings creating the masterpieces you simply refer to as 'the pages'. After creating that stunning cover this month, he too deserves a break.

But a new career could beckon after being spotted by an NBA coach while playing basketball. He's now full of all that 'Boomshakalak' nonsense. Good luck to him.



Neil Jackson



The Intro Meister

Neil plans on using this extra time to take a trip to the Himalayas where he hopes to climb Everest on a pogo stick. Believe it or not he's serious. Perhaps after a statement like that he could use the break. Neil claims, however, that the strain of reading Andy and Rob's copy every month is enough to send anyone a little crazy. Poor lad.

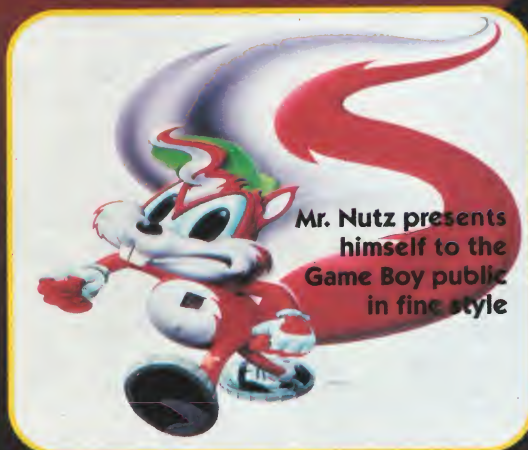
GB ACTION

PURE COLOUR GAME

Eight big reviews, five great compos and the definitive list of the greatest Game Boy games in the history of ever – that's why you're buying GB Action. No-one else gets near to the quality



FIFA Soccer is here at last on the portable palm pleaser. But can it live up to the great reputation enjoyed by its big brothers on other formats?



Mr. Nutz presents himself to the Game Boy public in fine style

06/NEWS

Nintendo launch an intriguing advertising campaign for their SNES stunner, Donkey Kong Country – we give you the info. There's also a big update on the progress of some of the games preparing for release in the coming year including a hatfull from THQ and Acclaim

08/REVIEWS

Our comprehensive coverage of the Game Boy scene is highlighted by the eight great reviews we have for you this month. Space Invaders gets the full works as does the eagerly awaited FIFA Soccer. Mr Nutz, The Pagemaster, Pinball Fantasies and GB Gallery also feature

28/WINNERS

At long last we reveal the winners of some of the stunning compos we've had over the last few months. Check the lists 'cos if your name's on one of them, then a prize will shortly be winging its way to you. There's also a preview of some entries from our Winter Gold compo

32/GB GREATS

After some painstaking deliberation, epic debates, and the spilling of blood, sweat and tears, we reveal the GB Action Top Ten Games of All Time. Scores were cast aside as we searched our hearts and souls for the games which genuinely deserve the accolade of All Time Greats

56/LIBRARY

It's a dirty job but someone has to do it. The GB Action Buyers Guide continues to provide the fullest and most comprehensive coverage of some of the top games currently available. If it's in the Must Buys section then it has the experts' seal of approval. Enjoy

Those GB Action kids

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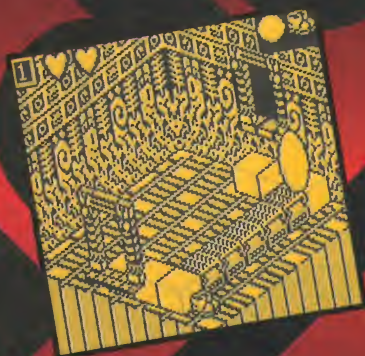
They think it's all over – well it's not. Things, they just be a-changing!



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GAME BOY EXCITEMENT

32/ GREATEST GAME BOY GAMES OF ALL TIME



Monster Max or Zelda? If you had to pick the best which one would you choose?



48/MANGA

Gore fest ahoy! For fans of cyberpunk action there are two rather outrageous releases reviewed. AD Police arrive with a powerful punch and the Genocyber steps boldly into the limelight. Not for the faint hearted!



7,16,27,30,51/COMPOS

We've gone compo mad this issue. There are five, yes, five competitions for you to enter, offering all manner of goodies. A colour TV, and Super Game Boy Set tops the lot but there's also carts, jackets and basketballs to be won. Give it a go. You know it makes sense

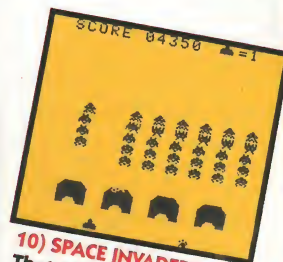
WIN!

Absolutely
loads of really
great stuff

Just some of the great games featured in this month's review packed issue



8) FIFA SOCCER
They think it's on its way. It is now!



10) SPACE INVADERS
That all-time classic on the handheld



12) DUCK TALES 2
More Scrooge McDuck animated adventures



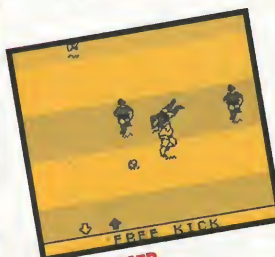
14) GAME BOY GALLERY
A right pile of old tods. Total garbage



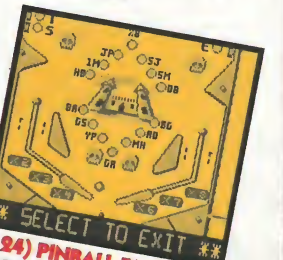
18) THE PAGEMASTER
More animated Mac. Better than Home Alone



20) MR NUTZ
It's a platformer but it's also great fun



22) SOCCER
A familiar footy sim repackaged



24) PINBALL FANTASIES
Go play a mean pinball with this top sim

NEWS

FROM THE GAME BOY WORLD



We may be about to undergo some changes in the immediate future, but that hasn't stopped us from scouring the planet for the most informative and up-to-date Game Boy news and information

INOVATIVE NINTENDO ADVERTISING

Now even those of you who don't own a SNES must have heard about the quite stunning Donkey Kong Country. Well, not content to sit and reap the rewards of rave reviews and massive praise from the games press, Nintendo have announced a whole new style of bus shelter advertising.

It's all getting a bit silly 'cos you'll be stood waiting for a bus, happily minding your own business and start hearing gorilla noises. Yep, these posters are gonna talk to you! Not only that, around the site of the bus shelter will be giant gorilla footprints, just to let you know that Kong's around!

About 3400 sites have



Stunning rendered graphics make Donkey Kong Country a must for any SNES owner

been selected for the poster campaign and there'll be even bigger displays at other sites such as a 96 sheet poster on

London's Cromwell Road.

Okay, okay, Nintendo, we get the message, Donkey Kong Country is the bes knees. We understand.

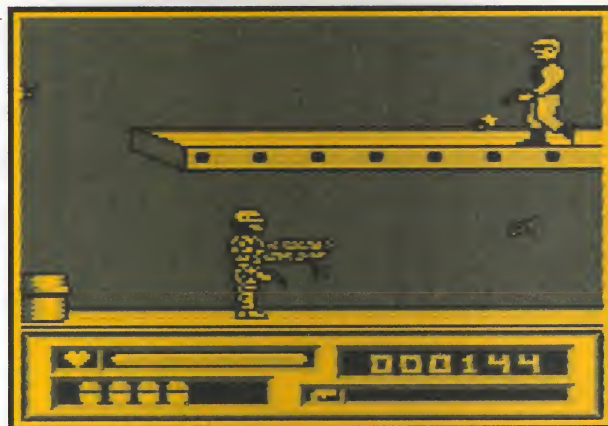
ROBOCOP VS TERMINATOR

Terminated? Cast your minds back a long way, a long, long way, to issue 19. Emblazoned on the cover that month was a great picture to highlight the forthcoming platform shoot'em-up Robocop versus Terminator from Interplay. Well, sadly, it promptly disappeared with-

out trace.

Now don't get your hopes up too high but... the SNES version of said game is due for release around February and while nothing is sorted or finalised, there is a possibility that it could make an appearance, at last, in April.

But don't hold your breath...



TRUE LIES

Following on from last month's news about Acclaim's readiness to release a whole bunch of new games, we can now bring you a little more up-to-date.

Stargate will be appearing around February, while Monster Trucks and WWF Raw will be here in January. Add to that the imminent release of top movie licence True Lies, and Acclaim have a New Year treat for all Game Boy owners.

It should come as no surprise at all that Arnie's smash hit action movie True Lies is to get the video game treatment. Acclaim, the people behind MK2 and a host of other games previewed this month, will also be launching True Lies onto the small green screen some time early in the new year.

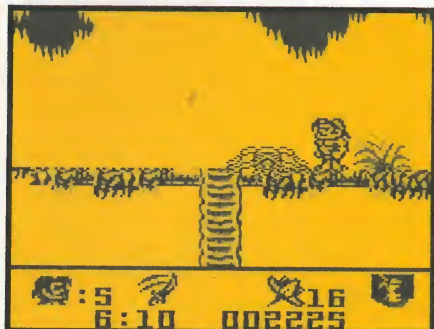


PUGGS'S

COMPO COUPON

GAMETEK COMPO, GB ACTION, EUROPRESS DIRECT, PO BOX 2, SOUTH WIRRAL

FIVE GAMETEK HAMPERS UP FOR GRABS IN THIS RATHER SPIFFING COMPO



ANSWERS

- 1) _____
- 2) _____
- 3) _____

All employees of Europress Publications and their families are banned from entering. The Editor's decision is final and no correspondence or phone conversations will be entered into.

Name _____
Address _____

Post Code _____ Age _____

Pinball Fantasies Compo

The compo bonanza continues with some top prizes on offer from Gametek. Having brought Game Boy owners Race Days, Yogi Bear, Tarzan and now Pinball Fantasies, Gametek have already done GB owners a few favours.

But now it's gonna get even better. In return for answering the three questions listed below, there are five Gametek Game Boy game hampers up for grabs. Each hamper (my, we are getting festive, aren't we?) contains a copy of all the four carts listed above. Take into account that Race Days features two top driving games and there are five games on offer.

Now these games are going to look fine in anyone's collection anyway, but to get your hands on them without having to fork out more than the price of a stamp, just answer these questions.

QUESTIONS

1. Who recorded the classic rock track Pinball Wizard?
a) The Who
b) The What
c) The Where
2. How many tables are featured on Pinball Fantasies?
a) One
b) Two
c) A whopping great four
3. What was Gametek's first fine pinball sim called?
a) Pinball Fun
b) Pinball Dreams
c) Oh look, it's a Pinball game

THQ

The hottest software house currently on the Game Boy scene, THQ, are gearing up to bring Game Boy owners a feast of games in the new year. Having already caught the eye with the amazing Madden '95

and FIFA, among others, more big name releases are planned. We reported on some of these planned releases in issue 31. We can now fill in a few of the blanks and let you know when to be on the lookout for a host of new

titles.

NHL Hockey '95 will be out around February '95 with Urban Strike appearing around Easter. Akira is also slated for release next year but realistically will probably be in the second half of the year. For

later on in '95, PGA European Tour Golf and PGA Tour 3 will make their Game Boy debuts. Two basketball stars appearing in games which aren't sims will also get the Game Boy treatment. Michael Jordan: Chaos in the Windy City and

Shaq Fu will probably appear towards the end of next year.

Plenty for all Game Boy owners to look forward to and no mistake. Of course, GB Action will bring you the latest developments on all these games way ahead of the field.

GONE

In the news in issue 31 we mentioned that Psygnosis were planning to release the platformer Pugsy on the Game Boy in the new year. Well, it's now not going to happen. Apparently the programming team behind Pugsy have been so busy with the stunning Mickey Mania for the SNES that the odd little character's foray into the world of the handheld has been dropped. Sorry 'n' all that.

UK CHART

This is the chart to be believed. ELSPA have the most accurate chart-rendering facilities known to man

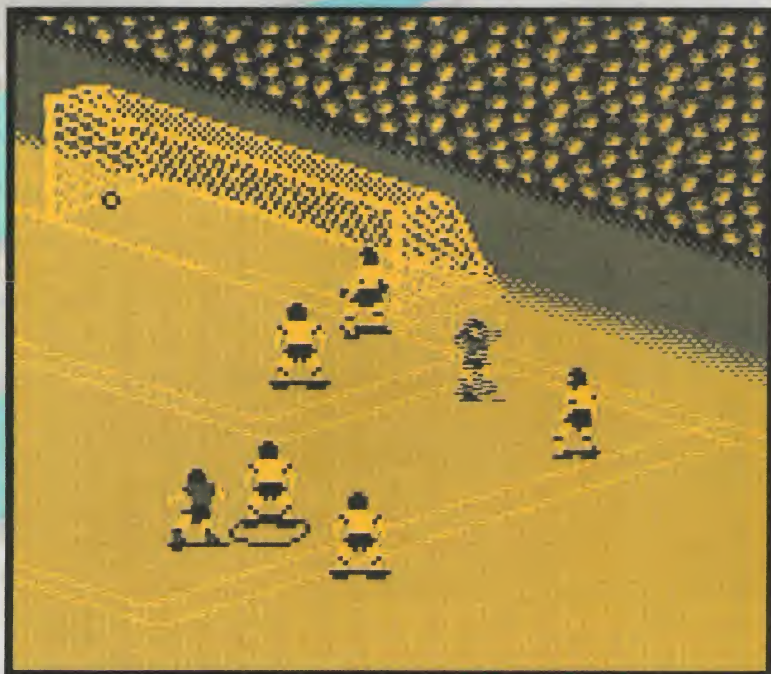
- 1) DONKEY KONG Nintendo
- 2) TETRIS 2 Nintendo
- 3) WARIO LAND Nintendo
- 4) KIRBY'S DREAMLAND Nintendo
- 5) DARKWING DUCK Nintendo
- 6) KIRBY'S PINBALL LAND Nintendo
- 7) ZOOL Gremlin/Gametek
- 8) SUPER MARIO LAND Nintendo
- 9) MORTAL KOMBAT 2 Acclaim
- 10) POWER RANGERS Bandai

Donkey Kong blasts to the top spot. Who said retro wasn't successful. Nintendo reign supreme in the top ten but Capcom's Darkwing Duck makes a strong bid at number 5. The dire Power Rangers struggle for a placing

REVIEW

FIFA SOCCER

After the hype and anticipation from all quarters, FIFA will finally make an appearance early in '95. But will it be worth the wait?



▲ Gooooooooooooooooo!!!!!! The opposition show how it's done properly. The lowdown vermin

Well well well, what do we have here? Is it possible to have another footy sim? Well actually, yes! Not since the World Cup have we seen quite so many soccer sims in one month.

With Nintendo's Soccer also being released, albeit exactly the same game as World Cup Striker, FIFA will still make anybody's game collection that bit more impressive.



When FIFA emerged on other formats the reviews varied, some loving it, some hating it. It seems nobody can really make their mind up about this ambitious footy sim.

After all the anticipation is it really worth all of the acclaim? Well, yes and no. It has some neat aspects to it. Loads and loads of great graphics and animations, options which pop up everywhere and quick scrolling over the pitch. This alone however does not make a game.

All games need to be playable, but FIFA falls short by a little way here. Its quick scrolling means you

need quick-reacting players, but unfortunately, they do seem a little sluggish to react to your control. Not always, but sometimes. Don't get me wrong, it is something you can adapt to after a while, but it is a little frustrating watching the opposition reach every loose ball while your players dither around.

In addition to this, your team always seems to run at a jog while the opposition bound through and shoot at goal.

It's definitely been a task and a half to convert this on to the GB, and to just slate it would be cruel. After playing for a while you will find tactics which will counter the opposition's efforts, but believe me, it will take quite some time before you begin winning games.

Initially I tried the lesser teams like New Zealand, but no matter how hard I tried, a defeat was the usual result.

However, there are more options here than your average footy sim, and whether you prefer the playoff option or the full league season, you can have the lot. The only option missing is the player selection before a match.

Stats too are important, and with FIFA, there are bucket-loads of them at your fingertips. This gives you the opportunity to see just where, if anywhere, you are going wrong.

Graphically, FIFA is as good as they get, the equal of its counterparts on other formats in every



respect. It's quite an achievement to get the player animations to look so realistic. They even rolling around in agony after being fouled by the opposition!

This amazing 4 Meg beast of a cart will stun the non-believers. The conversion has been done as well as it possibly could have been done.

Young Biff, writer of old, played the SNES version religiously whereas I couldn't really see what all the fuss was about.

However, FIFA beats the opposition to a pulp, bar say, World Cup USA '94. Oh, and guess what? I've learnt how to pass the ball too. As people are so fond of saying, practice makes perfect.

For what's on offer you really can't go far wrong with FIFA Soccer. It even has its own border on the Super Game Boy. What more could you want? **GBA**

GB PANEL



OFFICIAL RELEASE

PUBLISHER THQ

GENRE Sports Sim

RELEASE DATE Early '95

PRICE £29.99

Fans of the tried and tested long ball game will no doubt take to this, as a simple short pass is darn near impossible. Hoof and hope is basically your only tactic.

I've had a difficult time reviewing this as there are so many aspects of the cart which are impressive and a few which spoiled my enjoyment.

I thought the players on my team were slow because I had chosen a lesser team, so I tried the top sides. However, these too were beaten for pace by some of the poorer footballing nations.

Both graphically and in terms of options, FIFA is the ultimate. However, the gameplay lets it down slightly, and that's the only real problem.

GAMEPLAY

PRESENTATION

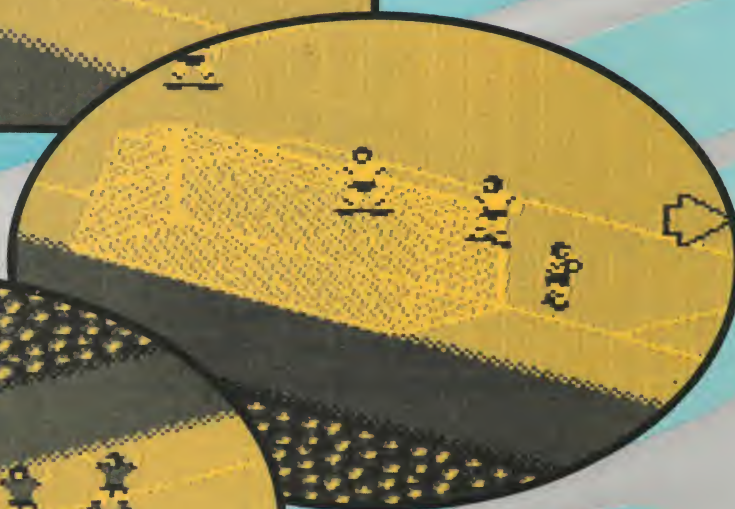
LASTABILITY

OVERALL

90%



▲ Goalmouth action in all its glory. Stand by for a piercing shot from the corner kick!



▲ Football has never looked so impressive on the GB before. FIFA equals its counterparts on the other formats in every department. No mean feat at all

REVIEW

SPACE INVADERS

Undoubtedly the most famous game of all time, Space Invaders began the games revolution. Where would we be without it?



▲ The first screen is a gentle introduction. But it does get harder!



▲ A few screens later on and the score has increased impressively

Oh joy! The hours I spent in my youth blasting the invaders from the skies is unbelievable, and at last it's here in the palm of my hand. Space Invaders is finally getting its official release on the 'Boy in a year where retro is THE theme.

Maybe people have run out of ideas, or maybe somebody has noticed that this classic has been overlooked for far too long. But whatever the reason, it's back and it's here to stay. It's plain and simple Space Invaders. No frills, no extras, no new look, it's the original in every department.

Ah, the memories this will rekindle for the older readers out there. It's got the lot, right down to the original sound effects.

For the uninitiated amongst you, Space Invaders was the original mass appeal shoot'em-up. All you do is blast away at the descending invaders until a wave has been cleared. The following wave starts lower down and so on until it becomes a manic race against time. Some very accurate shooting is needed to survive.

I know it may not sound like much, but it does keep you hooked for large periods of time. Basically, it's the business.

SNES owners will be disappointed to learn that this will not be released for their system, as the original arcade version is included in the Super GB cart.

For those people with a Super Game Boy, there are more variations. There are numerous borders, including the old arcade surround, the desktop version, colour, black and white, and the black and white with cellophane versions. This doesn't mean the game changes, but the look does. Nostalgia at its most complete I think you'll find.

One small problem is that it's, well, very small on the Game Boy screen, and some serious squinting is needed to see the tiny enemy shots heading your way.

After hour upon hour of mindless blasting I must confess that Space Invaders does become a little tedious, but then again, name a game which doesn't!

A neat touch you may remember from the arcade version is where the invaders turn the 'Y' the right way up on the intro screen and destroy the 'C' in 'CCOIN'.

Arguments will no doubt continue in the rip off/retro debate, but no system is complete without its own version of Space Invaders. If it hadn't been conceived all those years ago we'd probably be out playing football and being healthy or something, and we wouldn't want that now would we? **GBA**



ADERS



▲ This caption has been left until last because it's the biggest, and when you've had to write six of them already it's no surprise that this one is turning out a bit bland and irrelevant. Sorry

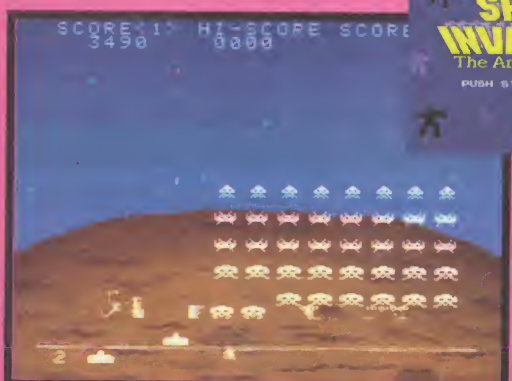
SUPER GAMEBOY



▲ The casing of the original arcade machine provides a fitting backdrop to a quick game of Space Invaders on the SGB



▲ Space Invaders is essentially the same on the Super Game Boy but the extra colours add a little to the overall look and feel of the game



▲ With the surface of your planet in the background you can imagine that you are really saving the Earth from an invasion force. Hmm



▲ The coloured background is a little bland in this particular case but if you like this sort of thing then you'll be well sorted

GB PANEL



OFFICIAL RELEASE

PUBLISHER Nintendo

GENRE Shoot'em-up

RELEASE DATE December

PRICE £29.99

Boundless joy for everyone. Space Invaders is basically the game that started it all, bar that tennis game with the square ball (Pong, I think). What makes Space Invaders so addictive is exactly what made the following games such as Pac Man and Asteroids so special – they were all dead basic and simple to play!

I remember sitting with my Atari and playing each of the 112 levels offered. No such luck here however, it's just Space Invaders through and through with no choice of games apart from the two-player option.

The old ones really do kick some of the modern games into touch without any doubt. There's nothing else to say is there?

GAMEPLAY

PRESENTATION

LASTABILITY

OVERALL

90%

REVIEW



That old skinflint Scrooge McDuck is back for another money gathering adventure. But how does it compare to the original?

Duck Tales appeared quite some time ago and was something of the definitive cute platformer. There were puzzles to crack, beasties to avoid or squish and wads of cash to collect. Thankfully for all platform fans, the sequel is much the same.

Young Huey Duck, one of Scrooge's little nephews, is happily messing around in the basement when he comes across a torn piece of paper. Now, rather than taking no notice and looking for some worms or slugs to play with, he comes to the conclusion that it must be part of a treasure map. He hurriedly scurries off to his uncle, the older and wiser Scrooge McDuck, who gives him a quick clip round the ear 'ole and tells him to stop telling lies.

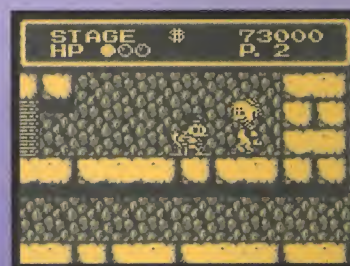
Actually, he doesn't do that at all. In fact, our Scrooge agrees with Huey, instantly deducing that it must be the work of Great Great Uncle Fergus. Be it in a fit of pique, or just for a lark, old Fergus tore up the map to the Lost Treasure of McDuck and hid six pieces of it in different locations around the world. So a treasure hunt begins.

Unfortunately, one Flintheart Glomgold is also on the case, attempting to hinder Scrooge's progress at every turn. But Scrooge has his inventor friend Gyro to help out by creating a few handy items to help him get to the map.

As in the first instalment, Scrooge can use his cane as a makeshift golf club to open boxes and bash beasties. It can also be used as a really neat pogo stick for accessing those high platforms. Other items to be collected along the way include X-ray specs which make all the hidden treasures visible, bombs to destroy enemies with and watches to freeze them all for a short time.

There's also a new shop where Scrooge can buy a few items to help in his next stage of the quest. These include a safe for storing more loot and a tasty looking cake to boost his energy.

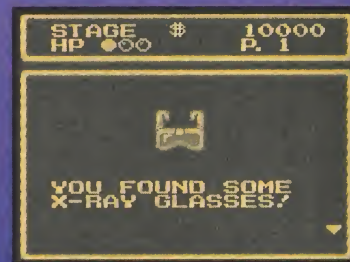
It's really more of the same for Duck Tales fans. There's loads of puzzles to enjoy and exotic locations to search. The graphics are simple, well drawn and cute - it's just one of those fine, challenging, fun and sickeningly cute platform games that we Game Boy owners know and love. **GBA**



▲ Scrooge seems to have come across a little friend. Ahhhh!



▲ Where to Uncle Scrooge? Make your decision now



▲ Lucky you, you've found some handy X-ray specs

GB PANEL



OFFICIAL RELEASE

SOFTWARE HOUSE Nintendo

GENRE Platform

RELEASE DATE Out Now

PRICE £24.99

Okay, so Duck Tales 2 doesn't make giant strides as far as the very concept of Game Boy games goes, neither does it shock or amaze with outstanding innovation. What it does do is provide any Duck Tales fan with a truly entertaining platform romp which is full of all the cuteness and fun you have come to expect from these kinds of games.

The gameplay is complicated enough to allow Scrooge to perform a whole range of actions which give plenty of variation to the type of puzzles he has to solve, yet it is also fun and easy to get into.



OVERALL

83%

Duck Tales 2

EA SPORTS
P R E S E N T S

MADDEN 95



TURNOVER
ON DOWNS
INCOMPLETE
PASS TO #92

"One of the best carts
on the Mega Drive ...
how does Game Boy
compare? Very well,
indeed! A 4 meg cart
crammed to the max."
GB ACTION

DRIVE SUMMARY

DALLAS	RECEIVE	PLAY	YARDS
	1	1	10
	2	2	20
	3	3	30
	4	4	40
	5	5	50
	6	6	60
	7	7	70
	8	8	80
	9	9	90
	10	10	100

"Hundreds of different
combinations. Madden
on Mega Drive was
such an in-depth, accu-
rate game. Madden 95
on Game Boy is just as
accurate and contains
all of the plays."
GAMES WORLD

The best selling EA SPORTS' 16-bit Madden NFL 94 is now returning for a new season with the ultimate football game converted to Game Boy.

"May be the finest footie sim ever - down to palm size."

GB ACTION 92%



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REVIEW GALLERY

Game Boy

Does anyone remember those old Game and Watch things which were in circulation in the early 80s? No? Well you didn't miss anything if this reminder from Nintendo is anything to go by



▲ Ball is the game featuring the pathetic stick bloke with fewer muscles than Sid Little

What makes the retro revival so good is that games such as Donkey Kong, Space Invaders and

Ms Pac Man are out and out fun. Their sheer playability is the key to their longevity, and it was this that kept arcade punters amused long before phrases like 'rendered graphics', 'texture mapping' and 'parallax scrolling' were ever heard of.

Their reappearance for a new generation of games players has been great. Not only does it allow us old timers to regress to those days of misspent youth, but it allows the new generation to experience some truly great games.



▲ Above: This is Flagman, the one with the bloke in the bandana standing on something, waving flags. God, it's just sooo awful

The games which are included in Game Boy Gallery came on a handy watch – smashing, were incredibly simple time fillers, and that was it.

That was then. Now they're just a bunch of quite excruciatingly tedious plods through some totally inane concepts without any semblance of lasting appeal.

Five games are featured on Game Boy Gallery. The first, Ball, sees this stick guy juggling three balls. Incredibly simple and stunningly bland, that's what it is.

The next is Vermin, a variant on the 'bash the mole over the head when it pops its head above ground' type game. Only you don't bash, you just move left and right. Great.

Third is Flagman – a Simon variant. All you need to do is remember the order he lifts the flags and then repeat it.

Vaguely testing for about three minutes at the most.

Fourth is Manhole, where you have to bridge some holes to stop some little people falling into the

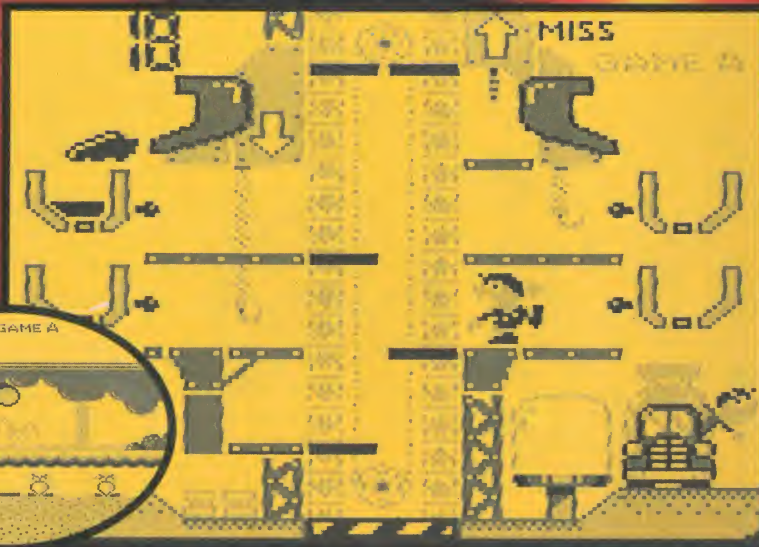
water. Again it just requires use of the D pad and is extremely dull.

Finally, Cement Factory proves tricky for a couple of minutes before inevitably following the same course of blandness so explicit in the other games.

Apparently this was Mario's first venture into game land, even before Donkey Kong. Statistics and trivia are great aren't they?

Game Boy Gallery is quite awful. As a budget game it could have interested a few desperate punters, but as a full price effort to keep the retro revival going, it's dire.

The only small value it may have is that very young, three to six year old Game Boy owners could perhaps find some challenge and variation over the duration of the five games. Everyone else keep clear. **GBA**



GB PANEL



OFFICIAL RELEASE
PUBLISHER Nintendo
GENRE Compilation
RELEASE DATE December
PRICE £TBA

If it wasn't so sad it would be funny. Nintendo have created some of the real masterpieces of the Game Boy world: Zelda, Mario and Wario, and everyone knows that they produce class products.

And then they go and throw this at us. I can't believe that anyone will find any kind of fun or enjoyment from Game Boy Gallery. It will last an hour, absolute tops.

I find it difficult to mark this game, not having seen anything this dreadful for a long time. With some of the titles we've been treated to over the last few months, there is no way this should find its way into your Christmas stocking, unless you're about five years old.

Just steer well clear.



OVERALL

22%

A close-up, high-contrast photograph of a man's face, focusing on his eyes and nose. A prominent red scratch mark runs diagonally across the left side of his face, near his ear.

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CHRISTMAS EDITION OUT NOW!

COMPETITION

This is just about the best prize we have ever offered in the history of GB Action, and it's all thanks to Mr. Nutz and Ocean

After the colourful and highly entertaining SNES version, Mr Nutz got the Game Boy treatment in fine style. On its way from Ocean is this impressive platformer which features some outstanding graphics, great tunes and simple and amusing gameplay. A competition is in order. And here it is!

Unfortunately we couldn't think of too many prizes which involve squirrels and nuts. Apart from Topic bars, or something. So I'm afraid we had to come up with something

else. I'm sure you'll not be too disappointed to learn that the winner of this particular compo will wander away burdened with a portable colour TV, SNES, Super Game Boy and a copy of the game. Wahey!

Honest, no messing. That's what's on offer. Can you believe that we can be this good to you? No, I thought not. Of course you have to do something in return to have a chance of snatching the top prize. Just answer these three stupendously simple questions, pop them in an envelope and that great prize could be yours. **GBA**

Squirrel Nutz

QUESTIONS

- What colour squirrels are found in Britain?
a) Red and Grey
b) Red and Black
c) Pink and Blue
- What is the squirrel called in Ocean's latest top platformer?
a) Mr. Putz
b) Mrs. Nutz
c) Mr. Nutz
- Who was the cartoon secret agent who had a friend called Morocco Mole?
a) Sneaky Squirrel
b) Brian Squirrel - Special Agent
c) Secret Squirrel

COMPO COUPON

ANSWERS

Send your entries to:

**Mr. Nutz Compo,
GB Action,
Media House,
Adlington Park,
Macclesfield,
SK10 4NP**

- 1)
- 2)
- 3)

Name

Address

Post Code

Answers to be in by JANUARY 20 1995.

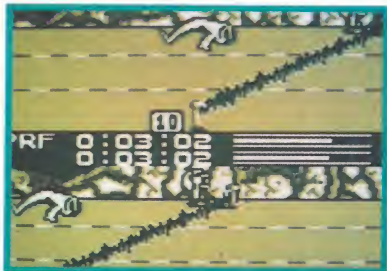
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OOIE GOOIE TITLE

holds onto the

of BIG bounce champion



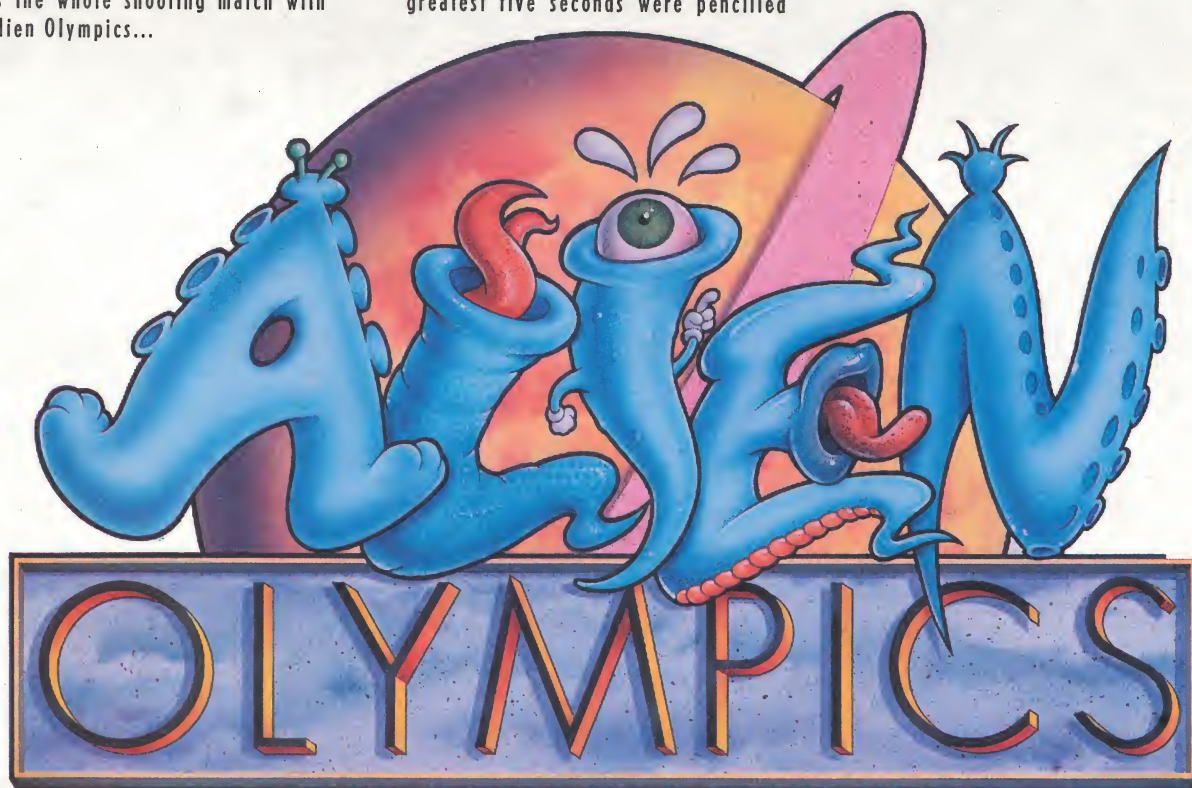
As our team coach said to me just before I entered the 100 Qbits Sprint - "It's easy... just run as fast as you can. If you don't win the race you just lose your life." That's the whole shooting match with the Alien Olympics...



you're racing to be a hero, or to die in front of your devoted fans. And now I'm just not so sure... Should I have entered for the Lunge, Leap & Splat?... Or maybe my greatest five seconds were pencilled



in for the Jetpack Tag. It's too late now... oh, look there's my mate, Frimpston... I'm not so sure he's competition fit for the Flob Flob."



GAME BOY



"Alien Olympics is an obvious must for lovers of the track and field genre and a worthwhile buy for any GameBoy owner." - **GB ACTION**

From celluloid to silicone, big screen creations keep appearing on the Game Boy. This time there's no delay – the film is at the cinemas and the game is on the shelves. Say hello to The Pagemaster

The Pagemaster

Young Master Richard Tyler (that great actor Macauley Culkin in the film) is a bit of an odd kid. Rather than happily spending his days scrumping apples, playing football, climbing trees and getting up to the kind of mischief most teenagers manage to find themselves in, he worries and frets about absolutely everything. If it's not the threat of nuclear attack it's the environment, and if it's not earthquakes then it's life in general. What this kid needs is a serious lesson in the art of chilling out. What he gets is an errand from his dad and a trip into the strange and bizarre world of The Pagemaster.

Sheltering in the library from a freak storm, Richard finds himself in a maze of books where strange things are happening. What follows defies explanation, as the literary characters from a large mural begin to move. It gets worse as the library transforms itself into a fantasy world of illustration.

Richard's only thought is to return to his own world, but to do this he must face up to his fears through three worlds of adventure, aided only by the books.

This is where you take up the challenge as Richard enters Horror, Adventure and Fantasy Worlds, facing such adversaries as Mr Hyde, Jacob Marley and Frankenstein's fist (the whole bloke was too big to fit on the screen apparently). Richard's task within these worlds is to collect enough library cards to return him to reality.

Simple enough you might think, but with ghosts appearing out of thin air, scary bats flying around and various other odd monsters out to hinder him, Richard's quest is far from simple.

In Horror World, the sprites are quite effective, not exactly what might be described as terrifying, that's for sure, but wispy ghosts are ghosts nonetheless.

The sprites were developed by the programmers, Probe, from the drawings made by the film animators. As Tony Beckwith, the producer at Probe said, "The Game Boy stuff was taken straight from the paper animation, and I believe that's the first time it's ever been done. The SNES coloured graphics

wouldn't work on the Game Boy, but we already had them on paper in black and white, so we scanned them and reduced them to Game Boy sized sprites with three shades of grey. It looks like great animation for a Game Boy."

There aren't a huge number of frames of animation used since that would have made the movement sluggish, but that doesn't deter from the general standard of the graphics and animation which are excellent. The little Tyler sprite really does look like young 'Mac' Culkin, which is, er, great!

Using a familiar platform engine, Richard has to run, jump, swing and leap his way through various levels with the message, "When in doubt, look to the books!", ringing in his ears. With a title like The Pagemaster, it's not surprising that books play a very large part in the game. They can be hindrances at times but they can also be a great help on the way through to the real world.

Fight your way through Horror World and you have to get across the Stormy Seas, Pirate Ship and Treasure Island in Adventure World. Swashbuckling



▲ Richard looks at his hands in horror. They're absolutely filthy lad. Wash them at once!

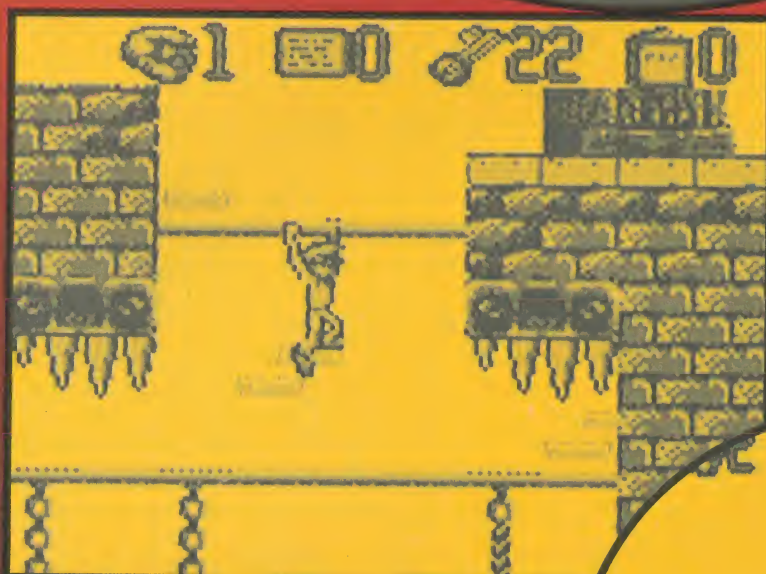


▲ Young Richard Tyler does his best diving impression. This one looks as though it could be one of his specials; a forward triple somersault with five twists, pike and tuck



▲ Watch where you're going young Richard. Hideous traps lurk around every corner

m aster



▲ Tarzan would be proud of such fine vine dangling skills. Swing for your life Richard!

swordplay now comes to the fore as Richard fights pirates such as Long John Silver and Captain Ahab.

The Golden Brick Lane, a journey through a giant dragon's stomach (very nice), and a climb up the beanstalk confronting such characters as Humpty Dumpty, The Big Bad Wolf and the Three Little Pigs, make up the final Fantasy World.

Survive all this and Richard will emerge back in the real world, no doubt a new person, with new hopes and aspirations and a much better attitude to the problems of the world.

But at the end of the day, it's still a platformer. Everything speeds by at a fair rate of knots as Richard zips down banks and leaps up to ledges, and Game Boy veterans will probably find much of this very familiar.

Thankfully each stage is quite large, and with power-ups and extra lives to be collected, they take some exploring. Unfortunately, bonus stages which feature heavily on the other formats couldn't be packed into this two Meg cart, so

it's very much a case of what you see is what you get.

It pains me to say it, but The Pagemaster is just another typical, bog standard platformer. If you see the film and enjoy it then you could well find the game to your liking, but don't be too surprised if it turns out to be an all too familiar platform jaunt. **GBA**



▲ The door lies invitingly open on the other side of the funny old Greek building



▲ A bush in the hand is worth two birds in the er, I think I went wrong somewhere back there



▲ More dangling skills are required here by our intrepid cartoon hero

GB PANEL



OFFICIAL RELEASE

PUBLISHER Virgin

GENRE Platform

RELEASE DATE December

PRICE £TBA

Macauley Culkin films have not enjoyed too much success in the past when they have been converted to the Game Boy - just look at the totally awful Home Alone games.

Fortunately, rather than simply relying on the popularity of a film, with the Pagemaster, some effort has actually gone into creating a game worthy of some merit in its own right.

But it's still far from a classic. A few neat features briefly lift the overall sense of having seen this type of game umpteen times before, and if there's room in your collection for another platformer, and the film seems your cup of tea, then you could certainly get some enjoyment from it. Just not for very long.

GAMEPLAY

PRESENTATION

LASTABILITY

OVERALL

76%

REVIEW

Mr Nutz

The squirrel with attitude wowed SNES owners and is now given the Game Boy treatment. Please give a warm welcome to Mr Nutz, squirrel extraordinnaire...



▲ As you can see, at the beginning of the game it is possible to start off with loads of lives and continues. Helpful or what?

M r Nutz was an undoubted hot on the SNES, impressing everyone who saw it with some great graphics, top tunes, cute characters and great gameplay. It's taken a while, but now Ocean have brought all these things to the Game Boy. Is Mr Nutz a new hero in the making? If this effort is anything to go by, there's a good chance that he could be just that.

So what deeds of derring-do does this squirrel have to perform to persuade us that he really is a rodent deserving of respect? How about saving his home world. That should just about do for starters.

Y'see the animal kingdom which Mr Nutz calls home is under threat of destruction by an evil Yeti. Yetis, it seems, are rather partial to the cold and ice, and all those things

which make everyone else very chilly. This particular Yeti is obviously in possession of a rather big attitude problem and something has made him mad. Maybe it's the fact that he's a Yeti and not the most pleasant of creatures, or maybe it's because nobody believes that he actually exists and so he is trying to prove a point. Whatever the reasons, this Yeti has decided to pay scant regard to the feelings of his fellow woodland folk by turning their world into one big glacial kingdom.

Now due to the fact that furry creatures don't actually work, most of them would be unable to pay for the central heating their homes would need if this Yeti gets his way. What is needed is someone, or something, to put a stop to this evil monster's plans and allow the little furry creatures to live in peace and happiness

for the rest of their days. Enter Mr Nutz, stage centre.

As with all quests of this kind, the road to security is paved with danger, problems and hindrances. Not least of these are the Yeti's evil cronies who like his idea of freezing conditions. Mr Nutz has to overcome all manner of vicious flora and fauna as he makes his way to the Yeti's lair where he can confront the brigand in an epic struggle for life, liberty and warm weather.

Beginning his quest in the Woody Land – a dark and dangerous forest – Mr Nutz has to avoid the lethal spiders, stinging bees and crawling snails through a number of different stages. To help him fight off the ravaging hordes of Yeti followers, Mr Nutz can bounce on their heads in typical platformer fashion (yes folks, it's yet another platformer). Collect some of the hazelnuts which are also scattered around the woodland floor and the squirrel puts in a claim to become a pitcher in a baseball game with a throwing arm of great strength.

From the forest, Mr Nutz continues his chase through an adventure park, a cottage kitchen, a volcano, a labyrinth known only as The Underpass, and the mean streets of a town before finally catching up with the Yeti for a final showdown in Ice Scream.

Ogres and ballet dancing flowers are just some of the bad guys to be avoided or squished as this epic quest unfolds (don't jump on the spiders though, they're lethal). The only help Mr Nutz can count on is the spring in his toes as he leaps through the levels, and the strength of his arm as he throws the nuts. That said, there is a small fortune of gold coins to be collected which will provide a



nice little nest egg for the squirrel if he lives to tell the tale.

All this adventure is presented in a really great fashion. The graphics are superb, the animation is top quality, the gameplay is simple, fun and effective, and a number of jolly ditties help keep the pace of the action flowing. It all adds up to a thoroughly entertaining platform adventure. Mr Nutz moves with tremendous fluidity, he has some great expressions and even dies with grace.

The Game Boy market is flooded with platform games of this style but Mr Nutz offers some really cute characters, fun animation and is, overall, a well presented, well rounded, fun platformer which should provide a great many hours of entertainment GBA



GB PANEL



OFFICIAL RELEASE

PUBLISHER Ocean

GENRE Platform

RELEASE DATE December

PRICE £24.99

I must confess that I wasn't expecting a great deal from Mr Nutz, but hats off to Ocean. They seem to have captured all the great graphics, tunes and animations of the SNES version to create a highly playable, fun and cute platform adventure which should appeal to the younger Game Boy owners particularly.

In the crowded market of cute platformers, Mr Nutz can stand proudly alongside the best. It is incredibly simple to get into, but difficult enough to offer quite a bit of challenge. The levels are all quite large so remember to try jumping on everything - it might prove to be fragile and allow access to a gold coin horde, extra energy or some hazelnuts.

GAMEPLAY

PRESENTATION

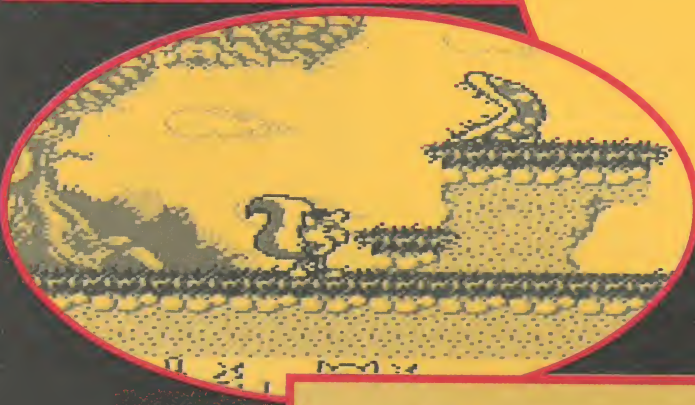
LASTABILITY

OVERALL

87%



▲ Watch out for the spider or you'll be squirrel meat



▲ The map screen lets you plan out your campaign in infinite detail. The graphics aren't too bad either



▲ Not too sure what's going on here to be honest, but it looks er, quite interesting



Soccer

Okay, it's Striker, repackaged and now released by Nintendo. We covered it a while ago but here's a quick recap on exactly how near to Game Boy footballing perfection this really is



▲ Tournament, friendly or cup-tie? The choice is yours

For whatever reasons, Elite have passed on the rights to release Striker on the Game Boy to Nintendo. Duly renamed Soccer and having all mention of the World Cup removed, it's now ready for a full, official release.

It's basically the same game, which isn't a bad thing considering the fact that the original incarnation

scored 90% back in issue 26. So here's a quick memory test of all those options and variations which add up to make Soccer a first division product.

Firstly, there are a large number of game setting options which can alter the feel and difficulty of a match quite significantly. The speed of the players, the ability of your goalkeeper, game duration, wind speed and weather conditions can all be adjusted to get everything set up exactly how you want it.

As well as playing friendlies, there are three different tournament formats to choose from. Play in a straight knock-out, a league featuring eight teams, or the world championship.

The world championship is, of course, a fictional tournament made up of 24 teams all assembled in the world's least regarded footballing nation, the US of A. Of course, this bears absolutely no resemblance whatsoever to any real footballing event which took place in the States in the summer. Ahem.

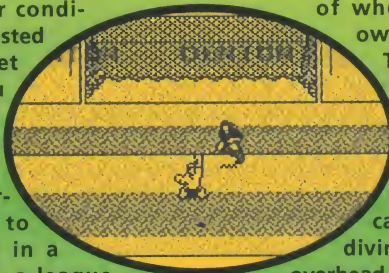
Each team is individually rated, and squads consist of 16 players, all of whom have their own special skills. They dash about on the pitch, passing and shooting to their hearts' content. They can also perform diving headers and overhead kicks.

The sprites are of a good size and move smoothly enough, if a little sluggishly. The player you control is well labelled, with a large arrow following him around, making the skill of picking out teammates to pass to, a lot simpler than it seems.

Passing does play an important role in Soccer, and you'll have far more success near goal if you pass the ball around a bit a la Sheffield United, rather than just hoof it forwards and run in straight lines [I assume you are being sarcastic Rob? - Ed].

Soccer really is a very good footy simulation with tactics and formations playing a vital role in turning matches around. Even if you're just beginning and everything appears lost, you still have a real feeling of control over the on-field events.

No footy fan will be disappointed, even if it is called Soccer and not Football. **GBA**



▲ As is the case with the hard and real world of professional football, some players and teams are a little less skilful than others. Fouls and free kicks are therefore a common occurrence

GB PANEL



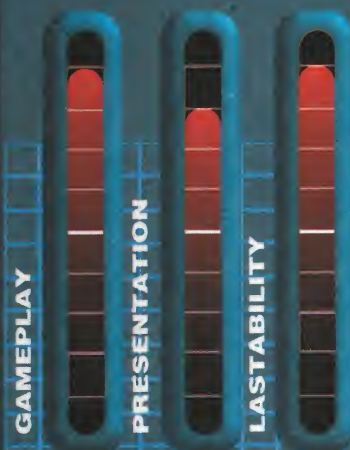
OFFICIAL RELEASE
PUBLISHER Nintendo
GENRE Sports sim
RELEASE DATE December
PRICE £24.99

Football is such a great game that when anything as playable as Soccer comes along it's bound to raise some interest. To combine the glory that was Striker on other formats with the specs of the Game Boy was certainly an achievement, and Elite can proudly say that they did this.

Now, with the backing of the mighty Nintendo, don't be surprised to see Soccer storming the charts. There's no doubting the playability and sheer fun to be had.

The controls can be a little on the sluggish side when players turn direction, but that's probably due to the programmers using Sheffield United midfielders as their models.

That aside, Soccer is a great sim with loads of options, plenty of gameplay, and above all, lots of football. Need there be more?



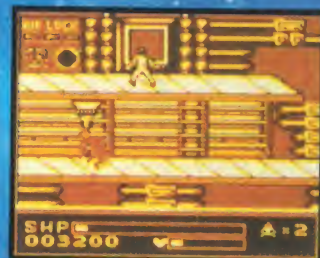
OVERALL

90%

Beneath the surface lies the future ... and danger!

Explosive action and perilous
underwater missions.

Take up the challenge. Control the massive seaQuest and all of its resources. Stop renegades and recover stolen radioactive materials. Guide the Hyper-Reality Probe through a collapsing shipwreck, dive in shark-infested waters and take Darwin, the dolphin, on a dangerous recovery mission. 7 levels of sub-surface superplay must be completed - the oceans and the world itself are at stake!



seaQuest™
DSV



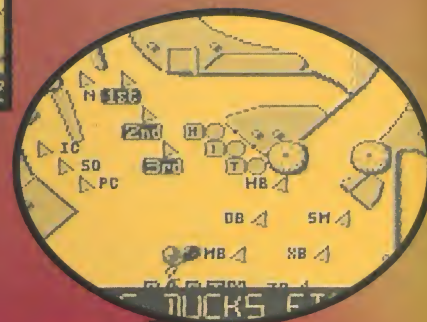
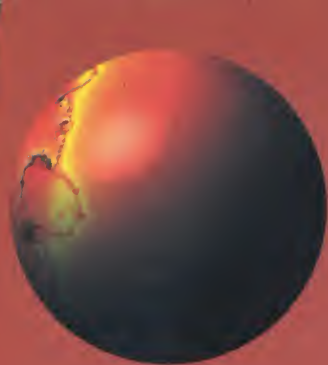
GAME BOY

SUPER NINTENDO
ENTERTAINMENT SYSTEM

90% Super Gamer

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Is it possible to open a review of a pinball game without reference to The Who's seminal rock opera Tommy, featuring the legendary Pinball Wizard? Er, obviously not!

Pinball is great. Simple as that. The one thing I will definitely buy when I've made my first million is a pinball table. They are just the best.

So now you know my general opinion of pinball, you'll realise just how much I was looking forward to seeing the latest conversion, Pinball Fantasies. Created by Spidersoft, the team who recently unleashed the awesome Lemmings 2 on the Game Boy world, Fantasies has been around on the other consoles for some time. It's also quite a while since we saw the release of the excellent Pinball Dreams. So, has Fantasies been worth the wait?

Well, it features all of the four tables which appeared on the other

formats. These are Party Land, Speed Devils, Billion Dollar Game Show and Stones & Bones. The first of these, Party Land, is probably the best, and having played Fantasies quite a lot on the both the SNES and PC, I am absolutely amazed at the accuracy with which the table has been converted from these bigger and more powerful versions.

The basic layout of the table is identical, as are the tunes which are quite simply superb. Rarely has the noise coming

from the little beige box sounded so good. Of course, while the graphics and sound FX can create a favourable initial impression, the proof of the game is in the playing. So, how does the game-play stand up?

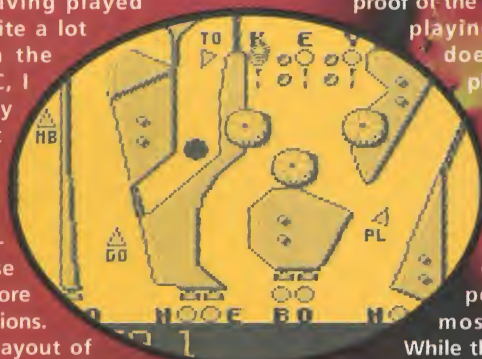
'Kind of okay' is the sort of middle of the road answer I'd rather not give, but it is perhaps the most accurate.

While the pace of the ball zipping around the table is extremely impressive, it is perhaps a little too quick at times,

and it has an annoying habit of simply disappearing in a blur of movement. Frantic random bashing of the flippers is all you can do to try and keep the ball up and luck is most definitely a bonus at this point.

Now I may be being a little pedantic here, but I don't particularly like the concept of luck playing such a large part in a game like pinball, where skill should be more important. There's no doubting that a great deal of skill and practice is needed to clock those high scores, but the amount of luck required to be successful tips the balance over skill ever so slightly.

The flipper control also seems a touch sluggish at times. Perhaps the amount of detail which went into the graphics and sounds was done

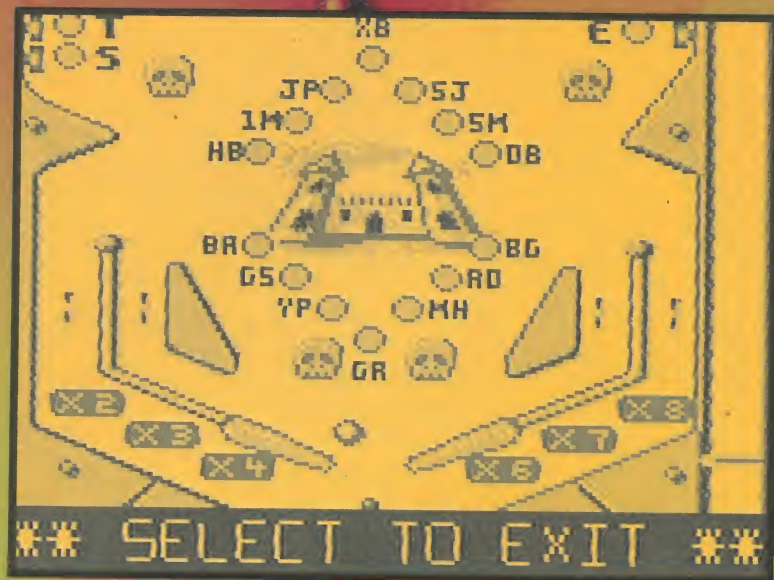


Pinball Fan

CONVERSELY

Well, I must disagree here. I personally think Fantasies is an improvement on Dreams. OK, the ball moves a little slower but for the extra table and flippers the challenge is increased considerably. For fans of the original this won't be a disappointment. For the improved gameplay... 92%





to the detriment of the control method. Now this is not to say that the game is unplayable – far from it – it's just that it might take a little while to get used to the pace of the flippers and the ball.

But it is certainly worth the effort of getting used to the controls, as the tables still stand up as top class entertainment. Each of the four tables feature simple but highly effective graphics. Of course masses of flashing lights, buzzers and beeps are out, but Fantasies uses the same solid engine which sufficed for Dreams – very practical and easy on the eye.



Speed Devils is fairly tricky to get into and Billion Dollar Game Show is a solid, if not totally inspiring delve into the world of winning big cash (quite topical really what with all that National Lottery malarkey going on). The fourth table, Stones & Bones will definitely get some use as there are loads of things going on. This will obviously take some time but the effort is worth it to see those scores heading up into the high millions. Unfortunately there is no back-up system to record the high scores. This is a bit of a shame, but when you've packed

four highly detailed and terrific sounding tables into the 4 Meg cart, there can't be a lot of space left for such features.

As with all carts, Fantasies is SGB compatible, but doesn't gain very much from appearing on the big screen. In fact, some of the more sluggish aspects of the game engine are more pronounced and there is no special border.

Still, Fantasies is a pinball game for the hardcore pinball fan who wants realistic tables and some cracking tunes to accompany that table wizardry.

Perhaps I was hoping for a little too much but Pinball Fantasies is still a great alternative to the cute, cuddly and younger age range of Kirby's Pinball. **GBA**

fantasies



▲ Speed Devils is the table that features some devils that are quite fast. Or is it about cars?



▲ Billion Dollar Game Show allows all us National Lottery losers to win a bit off dosh



▲ Stones and Bones sounds like a bit of a spooky table to us. How do you feel about it? Wooo

GB PANEL

21st Century Entertainment
Presents
Pinball Fantasies
Developed by Spidersoft LTD

Licensed by Nintendo
Licensed to Gametek Inc
©21st Century Entertainment
LTD 1994

OFFICIAL RELEASE

PUBLISHER Gametek

GENRE Pinball

RELEASE DATE TBA

PRICE £TBA

I was really hoping that Fantasies was going to be a totally awesome pinball delight, featuring all kinds of ball bashing antics. While it doesn't quite live up to this billing, there's no doubt that this is a classy conversion of a complicated game engine.

The tunes, especially on Party Land, are absolutely amazing, and with the tables being reconstructed down to virtually the last detail, there really is a lot to admire. The only slight let down is the sluggish control. This can be put down to the limitations of the Game Boy as much as anything else, and once you're into a table I can guarantee you'll be hooked.

Definitely the pinball game to check out if you're a bit of a Dreams expert.

GAMEPLAY

PRESENTATION

LASTABILITY

OVERALL

86%



COMPETITION

Win a bundle of superb basketball goodies in our excellent NBA Jam giveaway, courtesy of Acclaim

BOOMSHAKALAK!

It's time to Jam, with Acclaim's cracking conversion of the smash hit coin-op stunner, NBA Jam. A veritable fiery hoops, slam dunkin' fest of pure basketball entertainment has been crammed into the portable palm pleaser to create a super sim.

Featuring an array of top NBA stars, Jam is a simple enough concept with two-on-two teams battling it out with points being the name of the game.

Jam is not what might be termed an accurate basketball simulation. That's not to its detriment, however, 'cos what this offers is a pure action extravaganza with the emphasis firmly on thrills and spills.

Special moves, slam dunks and the inimitable feel of being "on fire" are all contained in this version, making it a worthy purchase for anyone with a healthy interest in basketball or just straightforward sports action.

So, what's with all this talk of how cool NBA Jam is? Well, it's another stunning compo for you to enjoy, and boy have we got some fine prizes lined up. A backboard and hoop and a barrel load of team basketballs are on offer to the lucky winner of this compo.

And what do you have to do to get your hands on one of these fine offerings? Simply answer the three quite stupendously simple questions below and you'll be in with a chance. What could be easier? So get out your best scribbling pen and start answering.

COMPO COUPON

ANSWERS

Send your entries to:

**NBA Jam Compo,
GB Action,
Media House,
Adlington Park,
Macclesfield,
L65 3EA**

- 1)
2)
3)

Name

Address

Post Code

Answers to be in by JANUARY 20 1995.

☐ I do not wish to receive promotional material from other companies

All employees of IDG Media and their families are banned from entering. The Editor's decision is final and no correspondence or phone conversations will be entered into.

QUESTIONS

1. In which city do the NBA team the Bulls play?

- a) Washington
b) Chicago
c) New York

2. How tall is current NBA player Bugsy Moges?

- a) 7 feet 10 inches
b) 6 feet 2 inches
c) 5 feet 3 inches

3. What do the initials NBA stand for?

- a) National Basketball Association
b) Nice Boys Action
c) National Babe Appeal

COMPETITION

Who wants to win a PRIZE?

Over the last few months we've packed so much Game Boy info and so many reviews and previews into the mag that when space is needed, the first thing to get dropped is the compo winners bit. Well, the names of winners have been building up to such a point that we decided, seeing as how it's near Christmas 'n' all that, that we'd reveal who has won some of the great prizes we've offered over the past few issues. So, without further ado, if you entered a compo, check to see if your name is here. If it is, then your prize will be winging its merry way to you very soon indeed.

CAT AND MOUSE COMPO

Winners of a copy of Speedy Gonzales or Garfield are:

J Davies, Castle Bromwich
M Calton, Southend-on-Sea
P Watson, Plas Goulbourne
M Pearson, Oundle
M Carr, Strandhill Road, Eire

FUTURE ZONE

Future Zone and Gametek offered a SNES, SGB and copy of Yogi and that's on its way to: A Lam, Denton

Copies of Yogi are on their way to:

S Leung, Reading
C Raisin, Cinderhill
B Speight, Warley
M Wilkin, Wivenhoe
L Johnson, Peterborough
J Moore, Guildford
A Gilfillan, Whitley Bay
M Hulbert, Clevedon
P Delaney, Co. Kildare
G Lawrence, Cupar

HATS OFF TO WARIO

The lucky winner of a rather exclusive Wario goodies bag is:

C Hurst, Renfrewshire

COME FLY WITH ME

Virgin's Disney spectacular Aladdin is a fine game. The vid's even better, and we have ten copies of each for the lucky people listed below:

Ten copies of the game to:
M Sylvester, Woodford Bridge
M McManus, Feltham
F Warren, Tunbridge Wells
C Merrett, Basildon
D Peirce, Burton-on-Trent
J Noy, Dorchester
R Bolt, Ramsgate
S Weston, Warwick
N Bhatt, Keresley
J Hobson, Coaley

Ten copies of the video to:

G Stitt, Dalbeattie
A J Hughes, Maybole
P A Day, Nottingham
D Anstey, Dartford
H Cochart, Matlock
S Hardy, Bovington
J Patterson, Edinburgh
G West, Killingworth
G Barber, Henbury
T Yates, Lonsdale

CD BLUES

How about this then. The winner of that great CD player is: J Rutton, Cleethorpes

A couple of Blues Brothers CDs go to:

G West, Killingworth
C Jolliffe, Cottingham

MANIC MANGA

A copy of both Guyver 5: Death of the Guyver and Tokyo Babylon are on their way to:

O Barder, Whitney
C Afanasenko, Dulverton
C Downey, Dyfed
C Young, Enfield
K Neville, Stepney

OH NO! MORE LEMMINGS

Ten goodie bags filled to bursting with all kinds of Lemmings related bits 'n' pieces will soon be landing on the mats of:

A Lewis, Dumfries
G Brotherton, Rode Heath
S Hardy, Wareham
I Beaton, Clarkston
G Stone, Walsham
J Boardman, Radbrook
S Smith, Stockton-on-Tees
S Ewing, Hellesoon
A Mould, Blackwood
I Campbell, Currie

TOM AND JERRY

Ten copies of Tom and Jerry Frantic Antics will shortly be circulating through the Royal Mail's sorting process, heading for:

S Payne, Hassock
S Lees, Rotherham
H Palmer, Sudbury
P Day, Nottingham
A Marshall, Ilford
M Olazier, Coulsdon
A Roberts, Brynhyfryd
J Smith, Sheffield
D Williams, Skerton
C Ryan, Roehampton

COMPETITION

ALL WASHED UP

The ten people listed below will be able to keep their Game Boys protected and dry 'cos they are soon gonna own a Beach Boy:

C Stone, North Walsham
C Davey, Exeter
M Dunn, Whitchurch
P Oakley, Buckfastleigh
B Ford, Watford
S Armoor, Brecks
R Dawda, Coventry
J Goldson, Sheffield
G Brotherton, Rode Heath
C Ryan, Roehampton

WINTER GOLD

As something of a preview of what to expect next issue, and in response to the requests to print some of your pictures, we have a sample of some of the entries which have been flooding in for the Winter Gold Compo.

If you see your work here, congratulations, but we'll reveal the winners, with their designs on show to the world, in the next issue.

There'll be something of a bumper art fest next issue as we will also reveal the winners of the Monster Max compo. The standard is quite stunning but we'll unveil Max's girlfriend and the recipient of that superb CD stereo in a couple of months.



ATTENTION BIG GAME HUNTERS

COMPETITION

Micro Maniacs



Win a Micro Machines jacket, copies of the game and keyrings too! It's all possible thanks to our Micro Maniacs competition, brought to you courtesy of Sony

A score of 93% was well deserved when Micro Machines was given the Game Boy treatment, reviewed last issue. Sony's stunning conversion of this classic brought a cheery smile to the faces of everyone in the GB office. We were astounded that all that brilliant gameplay, fun, frolics and high speed action could be packed on to the loveable portable palm pleaser.

Offering loads of challenge and a two - player option (or up to four players when used with the Super Game Boy), Micro Machines is undoubtedly one of the games of the year.

To celebrate the launch of this potential chart topper we've got a great competition. Up for grabs are

a Micro Machines jacket, five copies of the game and a barrel load of special keyrings.

In order to get your mitts on these fine items you need to don your creative head. As you probably know, Micro Machines features a number of different drivers. What we want you to do is create your own Micro Machines champion.

You can draw a piccy of them, describe them or give an account of why they would win a Micro Machines world championship. Quite simple really. You can even base them on yourself - if you think you're good enough!

So, without further ado, get scribbling and send your entries complete with the coupon below.

The chequered flag is raised, good luck. **GBA**



COMPO COUPON

My Micro Machines Champ is...

Send your entries to:

**Micro Compo,
GB Action,
Media House,
Adlington Park,
Macclesfield,
SK10 4NP**

Name

Address

Post Code

Answers to be in by JANUARY 20 1995.

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A WALK ON THE WILD SIDE



PART 2: THE CHAOS CONTINUES



© 1992 Universal City Studios, Inc. and Amblin Entertainment, Inc. Game Program © 1993 Ocean Software Ltd.

All-Time

In the beginning Europress Interactive created GB Action and they saw that it was good.

Issue one of GB Action appeared way back in June 1992. It burst on to the console scene with a bang, heralding the arrival of a genuine, colour Game Boy.

Alas, it was not to be. Millions of letters later (and that's a more than reasonable estimate), the GB owning populous finally got the message that there wasn't going to be a colour version of the familiar portable palm pleaser for some time, and no matter how disappointed they were, they gradually grew to accept it.

Of course it was GB Action who, 25 issues later, broke the news of the arrival of the Super Game Boy. It certainly wasn't what most people were expecting, but it certainly allows you to play your favourite games on a TV, in colour, ownership of a SNES permitting.

But while the letters flooded in about the new hardware, it was the games coverage which kept GB Action at the top.

Over 34 issues, many hundreds of games have crossed the desk of GB Towers, indeed some of them are

probably still lost under the piles of paper on Andy's desk.

Still, one way or another, be it through the most up-to-date reviews of the latest official releases, coverage of imports or the Buyer's Guide, GB Action has offered by far the most comprehensive coverage of the Game Boy market. And that is what has kept us at the top so long.

As GB Action is about to enter the next phase of its life, we thought that it would make good sense to have a look back at all those games, to assess which of the many contenders could really be classed as all-time greats.

The GB Action team's knowledge of the Game Boy market is without doubt unsurpassed, so after careful deliberation, heated discussion and the odd scuffle, we feel we can finally present the world's definitive guide to the Top Ten Game Boy games of all-time.

It should be pointed out that the accolade of being the greatest Game Boy game ever was hotly debated, but we had to decide on one game.

Putting in a brief guest appearance to give his well-respected views on the greatest game is past editor and the current head honcho of our sister mag, Movies, games and Videos, Alex Lee.

So, without further ado – It's time to let the fanfares ring out as we present the GB Action Top Ten Game Boy Games Of All Time...

1. **Monster Max – Titus**
2. **Legend of Zelda – Link's Awakening – Nintendo**
3. **Tetris – Nintendo**
4. **Micro Machines – Sony**
5. **Donkey Kong '94 – Nintendo**
6. **Lemmings 2 – Psygnosis**
7. **World Cup USA '94 – US Gold**
8. **Dynablaster – Hudson Soft**
9. **Super Mario Land – Nintendo**
10. **Empire Strikes Back – UbiSoft**

So, there you have it. This is the chart to be believed.

How did your favourite games compare with our choices?

Maybe the games which you have spent most time playing weren't even included.

It's a strange old world and it takes all sorts to live in it, so we wouldn't expect you to agree with us on everything. We just wanted to express our opinions.

Of course, with the quality of games constantly improving, who's to say that a game to challenge the mighty Max won't appear in time for our next issue? Whom knows?

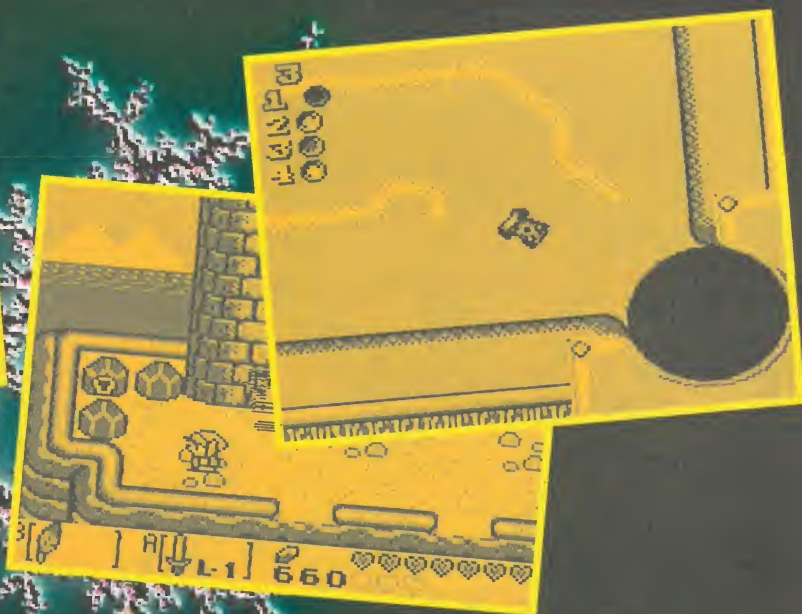
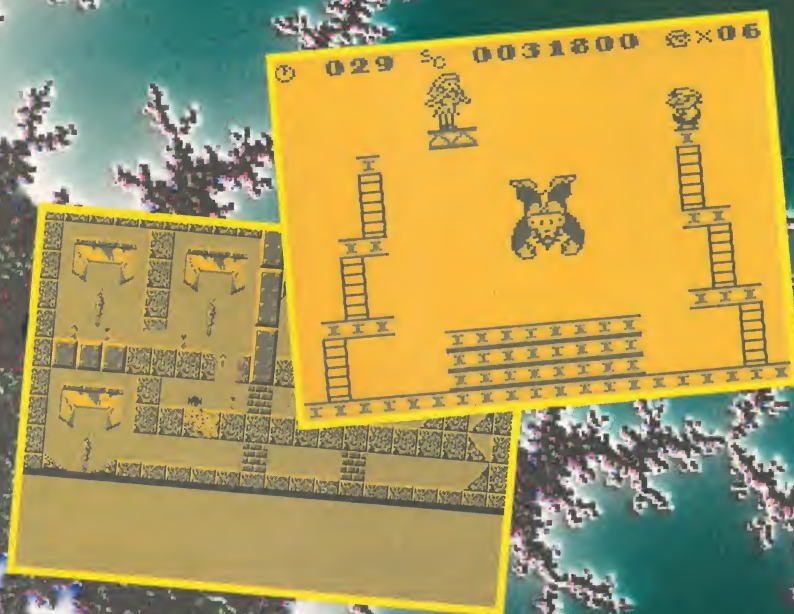
Alex – Tetris

If you read GB Action a few months ago you'll already know about my affection for Tetris. The first ever Game Boy game is the best, and always will be as far as I'm concerned. Incidentally, my new high score is 220,000 (200 lines) and I'm thinking of forming a gorgeous girls-only Tetris club. Any takers?



Greats

MONSTER MAX



TIPS & GUIDES

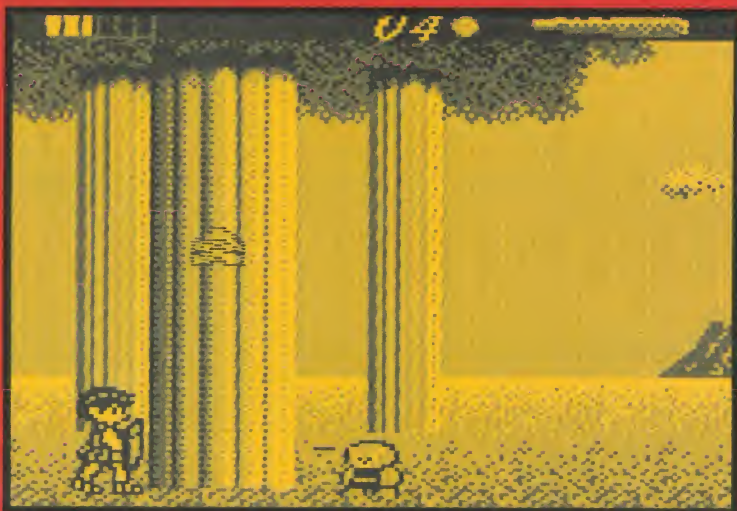
Loads of codes for the Game Genie and Action Replay, and part two of our ultra-handy Monster Max guide

If you can find any Game Boy tips anywhere else that are more helpful and up-to-date than ours, we'll paint our faces blue and hop around on one leg for 72 hours non-stop. So there!

BATTLE OF OLYMPUS

Tap in this password at any stage of the game and you'll reach the last level with maximum energy and full power-ups. Sent in by Iskander Mogul from Thornton Heath.

K5RGYJ4 N1RY8T0
N8ZQPNN RJCQK8D



DYNABLASTER

A fine code for this Game Boy favourite sent in by Iskander Mogul (again).

XM88 TFTD - This will take you to the last stage with 34106 gold coins.

ROBOCOP 2

To take your player to the end of the game press A, B, Start and Select at the same time on the title screen.

MARIO TENNIS

After many requests for older cheats and codes we've delved deep into the vaults and found some oldies as requested. To guarantee your victory you don't even have to hit the ball. While serving, simply let the ball

land on your head. Point won strangely enough. This blast from the past was sent in by Scott Edwards from Paris, Ontario in Canada. As it's a little difficult to find GB Action in Canada he'll never know this has been re-run. Ha ha!

NIGEL MANSELL'S WORLD CHAMPIONSHIP

To always begin in pole position, simply crash into everything in sight on the qualifying lap and voila, the front of the grid beckons!

TMNT: FOOT CLAN

On the select screen, hold Select, A and B together to get a bonus game select marked as a question mark. Strange but true!

CASTLEVANIA 2

To begin the game with nine lives, punch this code in: Candle, candle, heart, heart.

Also, if you're feeling terribly lazy and can't be bothered going all the way through, to begin on the final guardian (Count Dracula), tap in: Ball, heart, candle, heart!



BEST OF THE BEST

To prevent yourself being beaten to oblivion, go to the options screen and enter XV554QDX8 to become super tough. Not only will you defeat everybody with ease, but you'll be awarded two extra medals for your, er... 'bravery.'

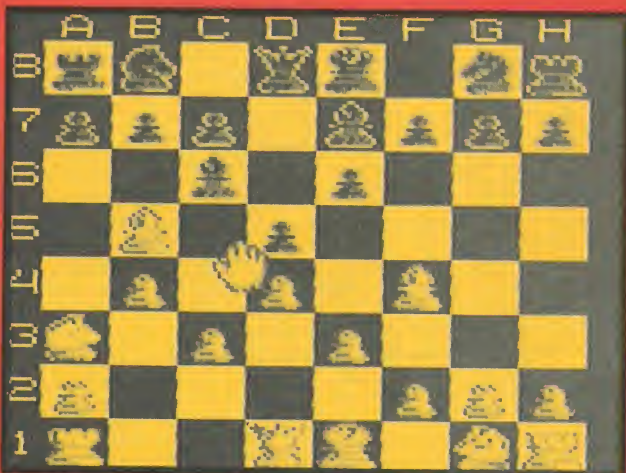
THE CHESSMASTER

When you are a castle, press A continuously until your king disappears. It's now pretty impossible to lose isn't it.

UNIVERSAL SOLDIER

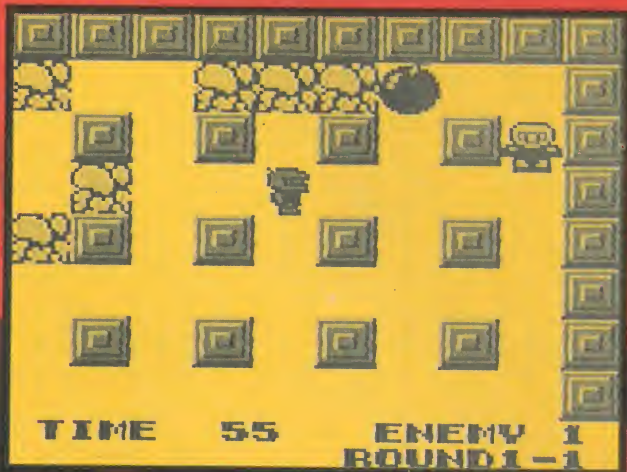
Be your own Van Damme with these mega tough passwords for this battling frenzy!

Level 2: GPTJL
Level 3: QWYRW
Level 4: SMDBC
Level 5: FHFMB
Level 6: NKVPZ
Level 7: DFMWZ
Level 8: BCMVG
Level 9: STBBH
Level 10: TBGNT



PROBOTECTOR

On stage three after you've climbed the mountain, you will notice that there's a gap which is terribly difficult to jump. Well, fear not, you don't need to bother. Just stand on the edge and jump up 23 times. After this a bridge will appear allowing you a safe walk across. Easy peasy!



STAR TREK

An oldie indeed but still quite popular. Here are some codes to assist you while you strive to go where no man has gone before, or something like that!

Planet Neural - 0523.4
Navigational map 2 - 7552.3
Planet Kalanda - 6541.2
Navigational map 3 - 5570.1
Planet Triskelion - 4567.0
Final level map 4 - 3516.7



KRUSTY'S FUN HOUSE

Level 1 - HI KIDS
Level 2 - MCBAIN
Level 3 - MILHOUSE
Level 4 - CMBURNS
Level 5 - PRINCESS

IBM PC ATARI ST SUPER NES MEGADRIVE GAMEBOY COMMODORE
AMIGA GAMEGEAR NES SINCLAIR SPECTRUM MASTER SYSTEM CD32

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

All Formats Cheatline, Just say 'Yes' for your Machine

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(IF YOU MISSED LAST WEEK'S CALL 0891 101 235)

NEW! THE GAMEBOY GAMEGEAR CHEATLINE0891 445 771

NEW! THE SUPER NINTENDO GAMESLINE ..0891 445 769

DO YOU OWN A P.C. ENGINE, TURBO GRAFIX 16+CD, NEO-GEO,

DUO, JAGUAR, 3DO, CDI, CD32 OR MEGA CD? IF SO ... CALL THE

CONSOLE CHEATLINE ON0891 945 772

MORTAL KOMBAT I & II0891 445 987

SF2 WORLD WARRIOR, TURBO, S.C.E.0891 445 940

SUPER MARIO WORLD0891 445 924

ARE YOU STUCK IN A GAME? WHO YA GONNA CALL?

PROBLEM BUSTERS

0891 445 977

FOR FULL INFORMATION ON ALL OUR SERVICES CALL

0891 445 939

ALL OUR CHEATLINES ARE UPDATED EVERY WEEK

GUIDING LIGHT COMPUTER SERVICES LTD

PO BOX 17, ASHTON-UNDER-LYNE. OL7 0WW.

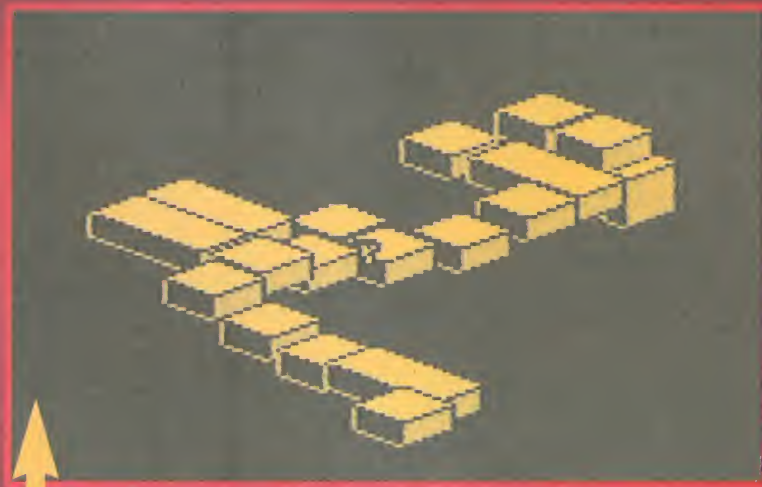
IF YOU'RE UNDER 18 PLEASE ASK PERMISSION

BEFORE YOU CALL. MAXIMUM CALL CHARGE £3.68

CALLS COST 39p PER MINUTE CHEAP RATE AND 49p PER MINUTE AT ALL OTHER TIMES.

Monster M

STAGE 01



STAGE 01

01 - Not too tricky if tackled properly. Run to the top so the droid moves towards you. Then run down the centre alley and move into the path of the next droid. This too will move towards you. Step out of the way until it has passed, then walk out of the room.

STAGE 02

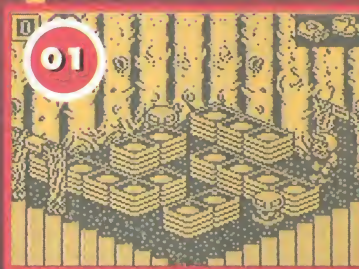
02 - A most bizarre room which can be tackled by collecting the egg icon from the previous room and using it on the spiked conveyor belt. Do this and you can walk out safely.

03 - Dead simple. Walk to the end of the platforms, but watch out for collapsing floorboards. Jump on to the platform and off to the left. Watch for disappearing platforms and you can exit this room.

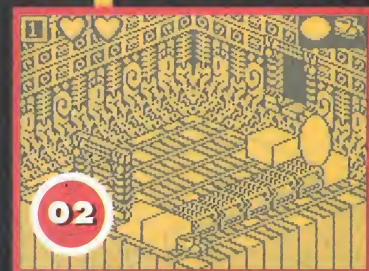
04 - Where Max is standing and facing in this picture is where you should step on to the moving platform. Jump off at the other side and step out of the room.

STAGE 03

05 - Collect the duck icon and push the brick out as shown.



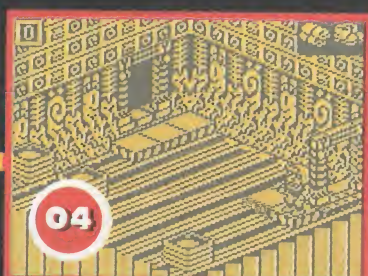
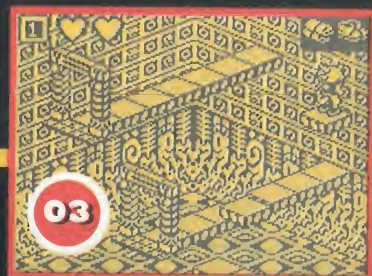
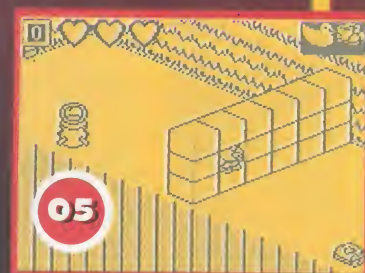
STAGE 02



Max Guide

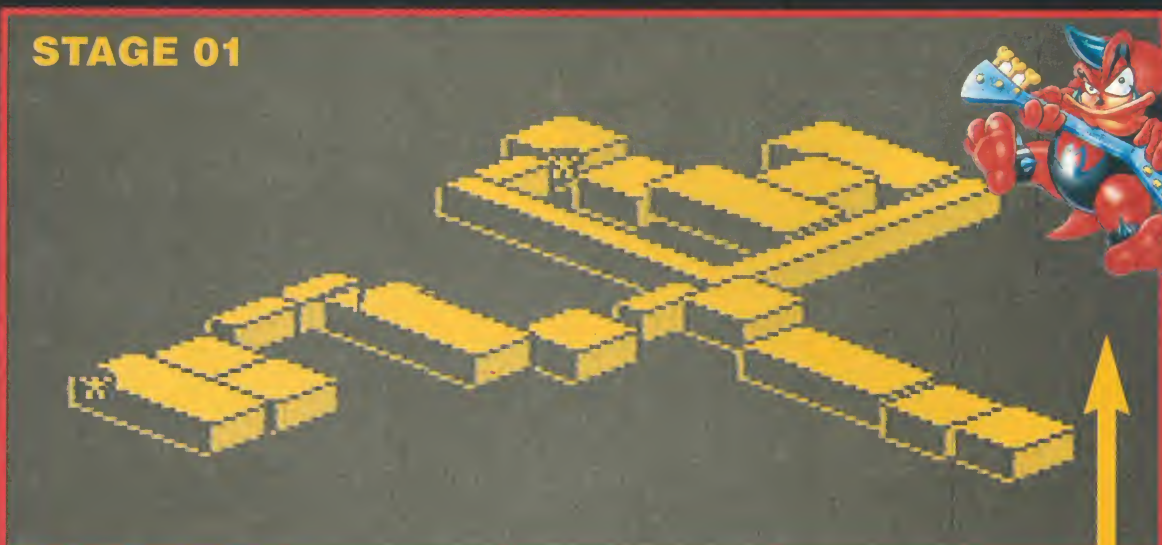


STAGE 03





STAGE 01



STAGE 01

01 - Make sure you have the duck icon and stand up just under the block supported by the two pillars. You can now carry this block to the left. To put it down you have to stand by the platforms under the door and duck again, leaving the block in place under the door. You can now head up the stairs and safely make your exit.

STAGE 02

02- Time this right and you'll be OK. Simply leap over the alien (tricky but possible), and collect the star for a hit point.

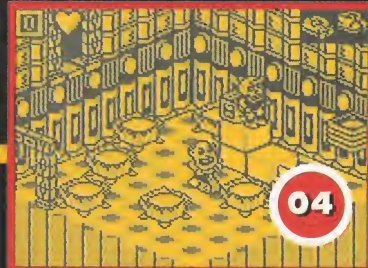
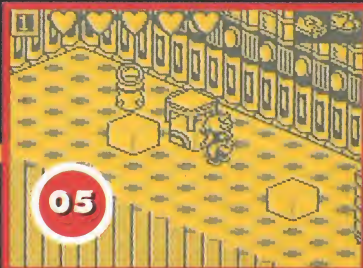
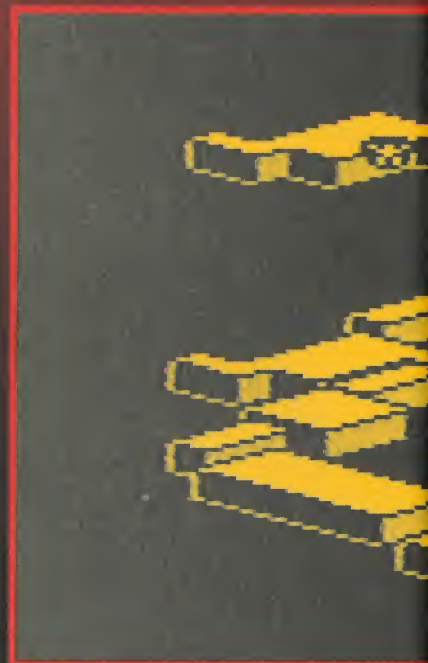
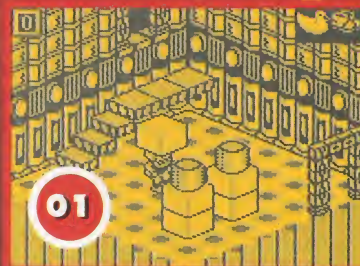
03 - The switches hold the key to completing this room. Check the switch combinations shown to go through safely.

04 - Skill and timing are essential to pass through here. The bloke run-

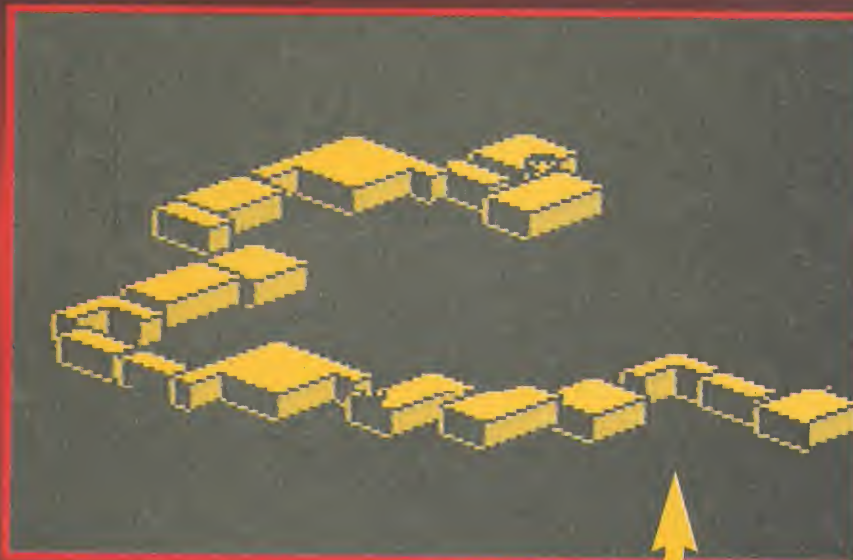
ning around has to be used, and you have to push the block on to his head. Make sure you have the bag. As the bloke comes back around at you head on, jump on to the block. You will now travel around safely so you can jump off and out of the door.

05- You have to push the blocks on top of each other as shown so that the trampoline is on top. Then push the blocks to the door and spring out of this simple room.

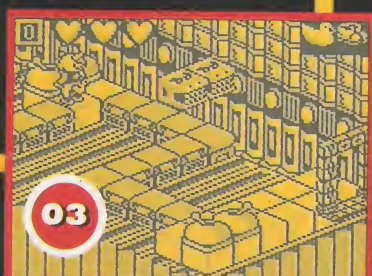
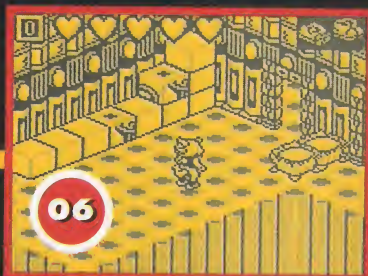
06 - Dissolve the centre block by landing on it. Then push the block on the ground floor into the gap left. You can now push the remaining block along the white blocks into the position shown and collect the object. This stage is now complete.



STAGE 03



STAGE 02



STAGE 03

07- Weird and wonderful. Bounce up to the platform on the left using the blocks. These will disappear so keep your finger on the jump button. Watch for the skeleton and collect the hit point icon. Jump from the last remaining block on to the higher platform where a droid will attack. As it follows your path jump down on to the strip of white blocks and wait for it to follow. Jump off the blocks and it will hit the switch for you, allowing you to make good your escape from this room.

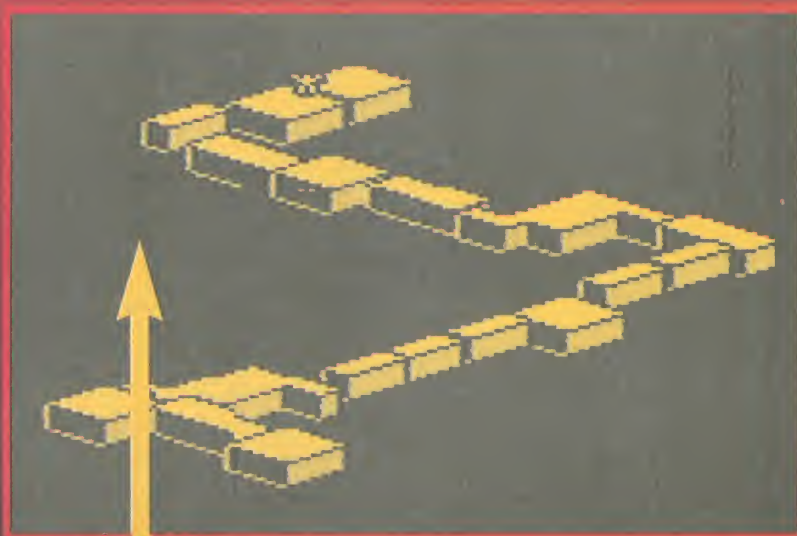
08- A little difficult but if care is taken it can be completed without too much trouble. Firstly you will

need to pick up the bombs to blow the blocks out of the way to reach the top block. Place the bombs where you see Max in this picture to safely blow the blocks away and leave the bag intact. You'll need it later to pick the top block up and take it to the door where you place the two blocks on top of each other to escape this room.

09- The final room in this stage is a cinch. Make sure you are carrying the bag so you can pick up the block and place it as shown. You can then collect the piggy bank and make good your escape.



STAGE 01



STAGE 01

01- Push the block on to the head of the alien. This will allow you to step on top of the block safely. You can then travel through by tapping the direction gently so that the alien takes you to the door.

02- Use the bombs to blow these enemies away.

03- Not too much trouble. Pick up the block and place it on the ledge as shown. Move the remote control robot to where it is in the picture. Collect another block and jump across to the far side. Place this block on the other ledge and jump back across to collect the remaining block. Jump across again and place it below the door. The other block on this side can then be collected and placed on top of this so you can leave safely.

04- You'll have to tackle this from the high door. Jump across the white blocks. Caution will be needed as a few of them will disappear. Drop from the higher block in the centre to collect the icon and complete the level.

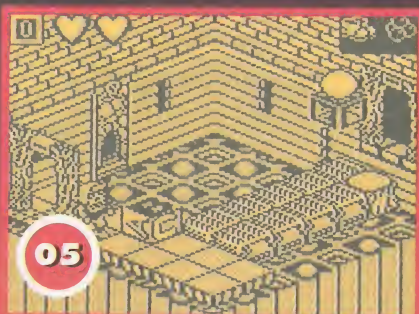
STAGE 02

05- Push the block with the letters on it to the far conveyor belt. Drop a bomb on the edge and push it on to the conveyor belt. This will destroy the block holding the egg. Collect the egg, climb on to the block by the far conveyor belt and jump off using the egg icon. You can travel across unharmed.

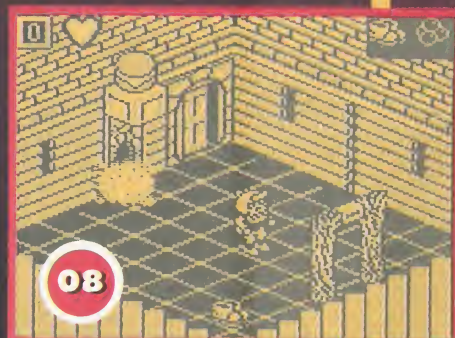
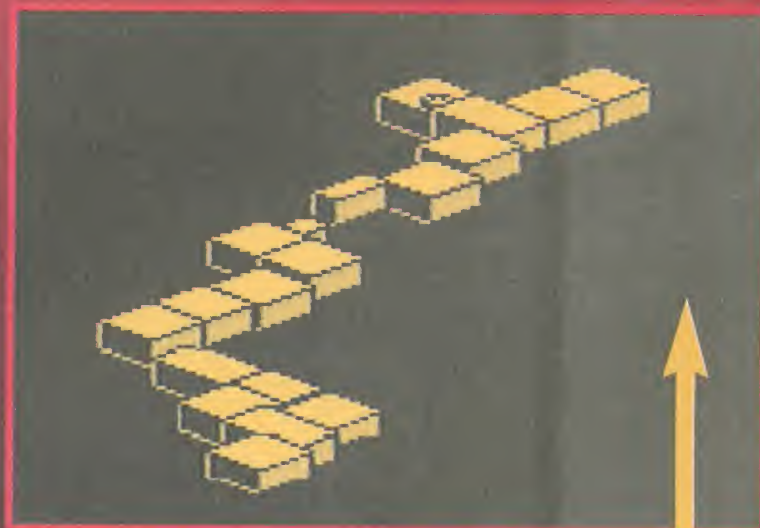
06- It's all about timing here. From the centre platform at the bottom, wait, and as the moving platform reaches the bottom, jump on to the platform. As it reaches the top, jump off again and out of the room.

07- You have to blow this weirdo up after you've collected the bombs from a room to the right.

08 Jump away while standing underneath the block with the hamburger on top. This will destroy the block and allow the burger to drop. Then use a bomb to destroy it! Congratulations, this stage has now been completed!



STAGE 02



Direct Action Replay

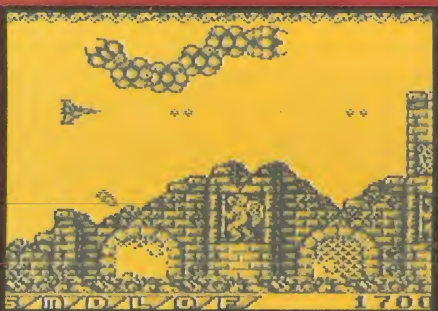


GRADIUS

010280C9 - Infinite lives
0A0231CC - Keeps two missiles while Action Replay is enhanced
0A033CCC - Your ship will take no damage from the enemy
010592C9 - Keeps the selector over the options
010234CC - Keeps two orbs at all times

ALFRED CHICKEN

0199F1FF - 99 lives and can't lose any
0A02EEC4 - Invincibility
0A0146CC - Bombs
03XXDCC4 - Replace XX with level



MORTAL KOMBAT II

079AF1FF - Infinite time
084020DD - Infinite energy
0CXX0DDD - Change X (1-FF) to do all moves in one position. Try XX as E1, 7C, 91, C1, 14, 22, 2C, 2D, 2E, 2F, 30 or 43 for good codes when playing as Liu Kang
0C0X01DD - Play as different characters. X= 1-9. 9 for Shao Kahn



THE GATOR

0199B0C0 - 99 balls and no less
0C02E3C0 - Loads of points when you lose a ball. Turn off to return to game



SIDE POCKET

0421AAC1 - Infinite balls

GAME GENIE

TOP RANK TENNIS

342 B1B 235 - A weird code which makes every serve by yourself and your opponent wonky! Switch the code off when you serve and on when your opponent serves. This makes all his serves go out!

BATTLETOADS 2

C9A 31E 3BE - Infinite lives
FA1 8A8 4C1 - Keep hold of your weapons after death
00A 3EE 3BE - Infinite continues

BLUES BROTHERS

090 15B E62 - Start game with nine lives
00A F29 3B7 - Infinite energy
033 7CF E62 - Start game with four continues
FAB 05F 4C1 - Start with infinite continues
These were sent in by SYLS from Singapore. Cheers buddy!

BATMAN: RETURN OF THE JOKER

The Dark Knight is still as tough as ever, so here are a couple of assisting codes for y'all...
0A2 07F F7E - For nine continues
009 96E 19E - Infinite bataranga on pick-up

CRASH DUMMIES

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the test of



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Enterprise, Europa
House, Adlington
Park, Macclesfield.
Don't forget to state
which game(s) you'd like
to see.

The Test of Time is our essential guide to the Game Boy classics of yesteryear. How do they stand up to today's offerings? Are they as good as ever or are we looking back through our rose-tinted specs?

Andy has spent the best part of this month rummaging through his vast collection of old Game Boy classics to bring you this fine selection of blasts from the past.

The fruits of his labour are Adventure Island, Star Trek, Kirby's Pinball, Ninja Gaiden Shadow and Dragon's Lair. This month's particular selection may not be amongst the best games ever, but they provide a valuable insight into the Game Boy world of yesteryear.

I wonder what games Andy will come up with next month. The tension is unbearable, don't you think? No? Oh well.

ADVENTURE ISLAND

Hudson Soft 76% Issue 1

Released aeons ago and scoring reasonably well, Adventure Island from Hudson Soft never quite managed to hit great heights. Dynablaster is a work of genius but unfortunately Adventure Island became yet another casualty in the world of the average platformer.

Surprisingly enough, Adventure Island had a follow up which was only a minor improvement on this original. The graphics are very basic and the gameplay is far too simple. A few games in and you'll be making tons of progress through the numerous short but simple levels.

At the conclusion of each stage you are up against an end-of-level nasty, but once again these are way too simple and won't test even the worst of players. If released today it would easily fall into the drawer of doom. No more a challenge than breathing.



▲ The creatures from Lake Island look as though they are descendants of dinosaurs. Wow!



▲ The map screen allows you to travel round the islands in style



▲ Thank you very much!

WARP RATING

Adventure Island is yet another platformer that fell into the average category, and one which is left behind by the standards of today's best offerings. There are much worse games than this, but there are far better ones too. Only one Tardis I'm afraid.

STAR TREK

Ultra Games 60% Issue N/A



▲ Check out the graphics on this screen. Impressive yeah?



Captain Kirk would be saddened to see quite how appalling Star Trek is. Graphically it's a little basic, although not too bad, but the actual gameplay is too sluggish.

Avoiding asteroids and blasting Klingons seems to be the order of the day. Unfortunately that's about it.

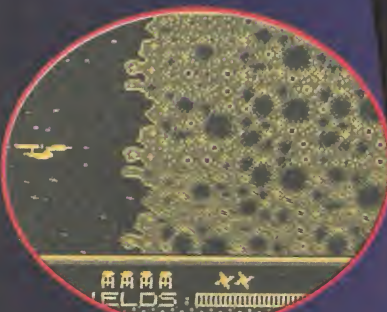
The screens where you communicate with the big boss are well animated for such an old game, but it does seem they've spent more time doing these than the actual playing screens!

However, as far as the space effect is concerned, Star Trek is pretty impressive – it's just the sprites themselves which are very basic. Unfortunately, the scrolling is very slow too and it all becomes very tedious after a few plays.

Space travel has never been this uninteresting I'm afraid.



▲ Ooh, we're boldly going where no man has gone before



▲ Some serious firepower will be needed to get past this thing

WARP RATING
A score of 60% from a few years ago doesn't bode particularly well for a game featured in The Test of Time. Star Trek is woefully lacking in all departments, apart from the animated info screens, and that is why it has only managed to score a mere two Tardis's.



KIRBY'S PINBALL

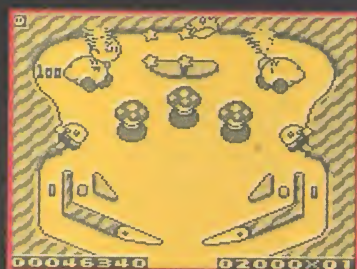
Nintendo 89% Issue 23

A favourite cart from early '94 and a huge hit, Kirby's excursion on to the Game Boy was executed with style. Previous pinball games had followed the traditional path of trying to honestly simulate the machines you would find in the arcades, but Kirby's Pinball included a cute blob-type character that helped increase the appeal.

Even now Kirby is a playable game with some very neat graphics and plenty of challenge.

On the downside however, with only three tables to complete, it does become very samey and lacks variation. To be fair, the programmers have tried to compensate for this by adding a few bonus stages, but at the end of the day, it's all a little boring.

The lastability is extremely limited and after a few plays you won't be tempted to return for more in a hurry.



▲ Not a bad looking table when you consider the Game Boy's specs



▲ Kirby is a bit of an old wobbler. Who ate all the pies?



▲ Wispy, Kracko and Poppy should advertise breakfast cereals



▲ Get a load of this sub-game by pushing the 'A' button a lot

WARP RATING

Although Kirby's Pinball is a fine example of a game which is trying to breathe new life into a specific genre, it doesn't have enough staying power to be considered an all-time classic. A nice try, but a few more tables would have been welcome.

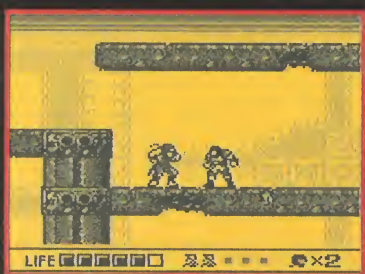


NINJA GAIDEN SHADOW

Tecmo 67% Issue 13



▲ Once again we thought we'd treat you to a stunning intro screen



▲ Go on Ninja my son! Give him a good crack and send him packing

Reviewed originally as part of our budget games round-up, Ninja Gaiden Shadow proved to be a little disappointing on the whole. In all fairness it is a very old cart, and although it may have been impressive years ago, by today's standards it's not much cop.

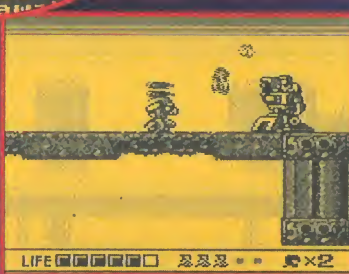
One particularly poor aspect is the lack of levels – five in all. Add to this the simplicity of the gameplay and you'll be left gobsmacked at the sheer lack of enjoyment you will get in return.

The main sprite uses his 'stick' to beat the steady flow of opposition into submission and after hopping from platform to platform and destroying the baddies you'll encounter an end-of-level

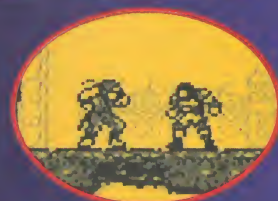
guardian who's just as simple to send packing!

The scrolling is far too sluggish too, and this is totally unforgivable for a game of this type.

In its defence, the intro sequence is pretty impressive, but that in itself, as we know, doesn't make for a corking cart!



▲ The end-of-level guardians are pathetically easy to defeat



WARP RATING

Ninja Gaiden Shadow is a curious title for a straight forward platform type thing. The main problem is the simplicity of the game which means that there is little or no challenge to contend with. In retrospect, one Tardis is perhaps a tad generous.



DRAGON'S LAIR

Elite 88% Issue N/A

This popular arcade classic would seem an odd choice for the Game Boy's limitations, but sure enough it did the business way back when. A success in every department it brushed aside the opposition.

By today's standards however, Dragon's Lair is well, a little on the poor side. The main sprites are tiny and it's very difficult to see exactly what's going on.

As far as playability is concerned it seems a little difficult at

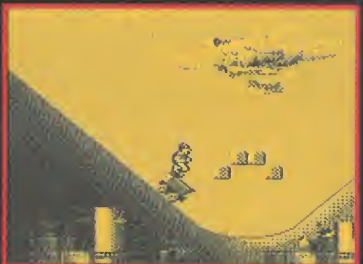
first, but a few plays and you'll have it sussed. All you have to do is learn exactly where all the obstacles are and you'll make plenty of headway into this frankly bland platformer.

With ten lives to start with and a few options including one for switching the music off (a welcome inclusion), it's all a little too tedious I'm afraid.

By today's standards this wouldn't rate anywhere near as highly as it did in its first release.



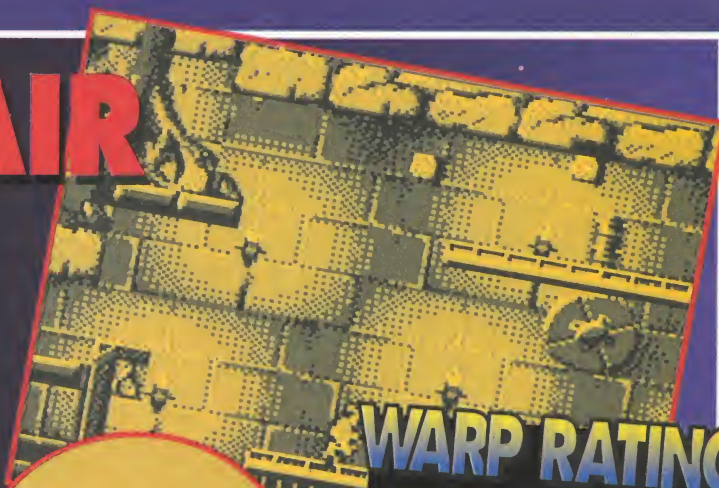
▲ Platforms aplenty are to be found in Dragon's Lair from Elite



▲ This trolley is a fine but dangerous mode of transport



▲ Is this a map screen or what? I haven't got a clue to be honest



WARP RATING

Thousands of ten (and fifty!) pence pieces were squandered on this game in the arcades, and it seems remarkable that it should have been converted to the Game Boy. Sprites which are too small and limited gameplay, make this one to miss.



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GENO CYBER 1

MANGA



Manga fans read on! Geno Cyber and AD Police 1: Voomer Madness are thee latest vids to get the GB review treatment. Have you got what it takes to enter the world of anime?



GENO CYBER

So what's this all about? Well, fans of the darker and gorier side of things will be falling over themselves for this latest release from Manga.

A Genocyber is the ultimate human being and is under development by scientists in a hi-tech research institute. However, after some promising initial tests, the institute is blown up in somewhat mysterious circumstances.

Years later, the project is started again by the power crazed Dr. Kenneth, a survivor from the original project. He uses the powers of a psychic, Diana, to contact Elaine, the missing link in the Genocyber project.

This is where things begin to happen and from here on in it's a blast through scene after scene of blood curdling action. Not to be missed.

Cert: 18 Release Date: December 5

Running Time: 45 mins

AD POLICE 1: VOOMER MADNESS

It's a month of Cyberpunk from Manga with the genre becoming more and more popular. Voomer Madness is the first instalment in this three part series.

Voomers are artificially intelligent lifeforms employed to do the jobs humans don't want to do anymore. Everything runs smoothly for a while until they begin to head out on destructive rampages through the city.

With the AD Police on the case they discover defective Voomers are being reactivated and resold. Leon, a new recruit in the AD Police Force, is singled out by a reactivated Voomer to die, the reason being, he's the man responsible for putting her on the scrap heap in the first place.

From the looks of this initial episode, things will hot up considerably in the future videos. Action stories at their best.

Cert: 18 Release Date: December 5

Running Time: 26 mins

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COMPETITION

Fancy winning yourself some exclusive EA goodies? Then get your thinking caps on and give us your best footballing philosophy



FOOTBALL FRENZY



Can anyone honestly believe that we've got FIFA on the Game Boy? It was certainly a surprise when we heard that Probe were planning to pack all that supreme soccer action on to the portable palm pleaser, but they managed it.

To celebrate the launch of this potential chart topper, THQ, the people responsible for getting this game on to the market, have parted with some top prizes. On the way to a few lucky people will be some EA Sports jackets, T-shirts and all manner of other goodies. Plus, there's ten copies of the game up for grabs too!

To be in with a chance of winning one of these fine prizes, what we want you to do is create a footballing slogan. It can be about your favourite team or player, it can be amusing or insulting (we won't print anything that's libellous!). It can be incisive or obvious. You might even hate football. Write down why - and it better be good!

Here's a brief example: "The reason I continue to watch football is for moments like this: Sheffield Wednesday 1 Sheffield United 3."

Get your thinking caps on, fill out the form opposite and send your entries to the relevant address. **GBA**

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WRITE HERE WRITE NOW

Some odd letters have crossed the desks of the GB Action team over the years. Here are a few of the oddest... and a couple of serious ones thrown in for good measure

SGB Blues

Dear GB Action,

I have written in about the SGB. So far nearly everyone who has written in about it says it's good. I think it costs far too much for quite a lot of us who aren't rolling in cash. It is not worth £50 either as all it is is a SNES/Game Boy converter. I also think quite a lot of the GB games are suited to the mono screen and would look rubbish in colour. Is there any chance of a proper colour Game Boy in the near (or far) future?

Secondly, you put Lawnmower Man (91%) in the Must Buys but not Star Wars, Super Mario World or Nigel Mansell's which got a higher percentage. Could you please explain this to me?

Lastly, I liked it in the last issue where you put carts for the compo prizes as I would much prefer a cart to a bag of practical jokes or something like that.

PS GB Action is great – keep up the good work.
Richard Watkins, Bicknacre, Essex

Saying, "All the SGB is is a Game Boy/SNES converter", is a bit like saying, "Well it's only the space shuttle". There's an awful lot of complex technology involved in this conversion thingy that the SGB does. But you're right, not too many people questioned the SGB's expense.

As for the Must Buys section, we endeavour to keep it up-to-date with the latest releases. The games that you mention have appeared in the Must Buys in the past, it's just that Lawnmower Man is a slightly newer game.

Game Demos

Dear GB Action,

In issue 30, Miss H. Easton suggested that at the start of games there should be demos of other games. Well, I have recently purchased Monster

Max and if you wait until the demo is finished there are three games shown with two screen-shots each. Anyway, your magazine is great and the new paper is strange but different. I like it.

Now my opinion towards the mag. I think every item is brilliant but I don't like Manga. As an addition to that I understand that thousands of people out there love it, so I'm not complaining. Everything else is fine by me.

Paul Campbell, Castleknock, Dublin

What a level headed person you are young Paul, realising that it takes all sorts to make the world go round!

To the Cape

Dear GB Action,

Hi! This is the first time I am writing to you guys. As you may have seen from the stamp on the envelope [note for any philatelists – a 90 cent penguin and a five cent, er, pile of droppings by the looks of it], I am South African.

I live on the southernmost tip of Africa (almost) in the most beautiful city on Earth, Cape Town. Though it may seem rather a cliché to give praise to your magazine [no, no, no – praise away], I feel that I can't go on with this letter without doing so.

More Expense

Dear GB Action,

In reply to a letter sent in by John Martin (issue 32) I know how you feel (my Game Boy was scratched on holiday), but was it really necessary to go and make such a fuss about it? You'd have thought the world was coming to an end the way you went on!

Also, I would like to say a few words about the SGB. Basically, it costs too much. Even after the SNES has been cut to £80, the new package of SNES and SGB (£130) is still too far too much.

I think this is a wonderful magazine with excellent information like the reviews, previews and tips. Congratulations on a job well done. Keep up the brilliant work.

I've been getting the magazine since issue 23 and the latest one I have is issue 30. The only problem is that I get the magazine a month later. This makes it impossible for me to enter any of the competitions. Do you have any suggestions about what to do?

Could you tell me what the better game of these four is as I can't make up my mind which to buy? They are Zelda, World Cup Striker, Monster Max and Cool Spot. Is it worth getting the Handy Boy accessory. If so, is it better to get this than any of the above games?

Any help on my questions would be much appreciated. Hope the weather isn't too bad for all you people in England. I sure don't have to worry about that as it's almost time for our beautiful Mediterranean region summer to burst forth in all its splendour!

Grant Arendse, Cape Town, South Africa

Grant you scamp, if you're trying to make us feel jealous then it's worked perfectly. This is Manchester, it always rains here. Even in the summer. Can't see the sun for the smog. It's great – absolutely bally great!

That's the whinge about the weather out of the way. Well, there's not a great deal I can suggest for the competitions, apart from moving to England, which is perhaps a little excessive even if we do offer some stunning prizes for the competitions. However, there is a possibility that we will run an overseas compo with a specially lengthened entry time to cater for the thousands of readers we have in foreign lands. Look out for it soon.

Other than that I have no more to say except to congratulate you on a totally awesome mag – keep it up!

PS WWF in all forms is %#@*dy %\$~* and not nice (violence – yuk).

PPS I was the one responsible for the Monster Max review that was printed in Public Eye in issue 32.

Mark Holland (10), Exeter

SGB still too expensive, eh? Is there a pattern emerging?

As for the games – the newly crowned GB Action All Time Greatest Game Ever, Monster Max, would be a good choice. But then again Zelda is a truly brilliant game. Do you want a role playing game or a more puzzling adventure?

Additions and Improvements

Dear GB Action,

Congratulations on a good magazine, Manga excluded (do Manga magazines have a Game Boy section?), but may I ask for an important addition to your Buyer's Guide and game reviews?

In addition to the percentage rating could you please add a comment on a save or password option or continues, if any, the game may have. A small point I know, but, for example, I bought Robin Hood, Battletoads and The Empire Strikes Back on your recommendations. Excellent games I agree, but once I was anything up to an hour into a game I really couldn't be bothered to turn them on thinking I had an hour to go before I reached where I left off last time.

This information included, your Buyer's Guide could really become 'the best'. Game manufacturers should also be reminded that this could be a strong selling point.

Finally, in reply to T. H. of Surrey, the 'Test of Time' is useful as a lot of us have to swap our older games rather than buy new release titles. Similarly, how about a regular reprint feature of tips and maps for these older games?

John, Borehamwood

Of course the Buyer's Guide is already the best, but that doesn't mean to say that there isn't room for improvement. We have tried to keep information about continues and passwords in the review itself although we are certainly looking at a couple of changes to make this information slightly more accessible.

And you should be seeing some hints and tips from older games appearing very soon. Try this issue!

More Suggestions

Dear GB Action,

I think your magazine is brill and I buy it every month. I have a suggestion for your magazine. When reviewing games why don't you say how many players can play? I think a lot of readers would think this is a good idea because they could link up with their friends.

Could you please help me with Alien 3? I bought it ages ago and can't get anywhere. Are there any cheats?

Darren Cullimore, Sandhurst

Again, this info is often in the text but the plans mentioned above should take care of that. With the advent of the SGB is it possible that more two-player games will appear? Let's hope so 'cos they can be a great deal more fun than playing with yourself!

As for Alien 3...

Making a Mint

Dear GB Action,

Please don't think I am writing to complain because I'm not. Your mag is a pretty darn fine, top notch, brilliant, ace, witty, funny, super, cool, interesting read.

The only criticism is the price. 99p was great, £1.25 was good, £1.50 was OK, £1.95 I can only just cope with. If it goes up any more I might not be able to afford it and I desperately don't want that to happen.

Anyway, I've looked everywhere but I can't find World Cup Striker. Why is that? Keep up the great work.

PS I agree with Andy, spearmint polos are by far the nicest.

PPS In the 'Winter Gold' compo, it says to design a toboggan. Does this mean a sledge type thing that you and your mates play with or a bobsleigh type thing for the Olympics?

Just one more question. Who answers these letters? Thanks for printing this as the star letter (hint, hint).

Dave, England

But Dave, it's an expensive business keeping houses in Barbados and New York, and the Ferrari parked outside guzzles petrol like you wouldn't believe. And we can't go without the fortnight holidays to Mauritius, these tans took a lot of hard work and we're not going to give them up easily. And then there's the women, ahh, the women...

Erm, World Cup Striker has mysteriously transformed itself into Nintendo's Soccer.

And fruit polos are still the best. And you can draw any kind of sledge-cum-toboggan-cum-plastic bag thing for the Winter Gold compo.

And finally, I answer the letters! That's me, Rob, the Deputy Editor who you can read all about on the Welcome page. And that was a nice toothbrush. It didn't look much like any kind of sledge though!

Portability

Dear GB Action,

Don't get me wrong, I think your mag is great but I am angry with your reply to Darren's letter in issue 32. You made him sound like a dingbat saying that there was no point in fixing a colour screen to the Game Boy as it would waste its batteries. He had the idea of using the adapter on the Game Boy but you said it wouldn't be portable anymore. Well how are you gonna take a SNES plus SGB out of the house?

Do you get my point?

Also, in answer to John Martin's question, my Game Boy never came with the ext. thing. Do you hear me complaining?

I have also found that games which rate 90%+ are worse than the 80%ers excluding Tetris, Zelda and the Mario titles. I myself am mad on role playing games. I have Mystic Quest and Ultima. These are what I call classic games. Desert Strike can go jump.

Lately I've played Mario Tennis and it should never have got 89%. There are hardly any options. But overall, the game for me must be Rampart. Also, why isn't there a German spell checker and translator?

So sorry about my typing but I had my finger stung by a wasp. Well got to go, my little sister's putting her sandwich in the video.

Hope my letter wasn't too long as I was bored. Well, bye then.

Toby L., Exmouth

Yes, it was long and I nearly did nod off until that absolute peach of a last line about your little sister. I nearly fell off my chair laughing (or was that the beer?), and felt it deserved a wider audience.

Oh, yeah, er, I think you made some good points, but it's late, y'know, long day 'n' all that. When I've finished answering these letters I've got to go and cry into my pillow because my football team, Sheffield United, have just been completely outclassed and outplayed by the superior Clarets of Burnley. It was live on TV too. Boohoo!

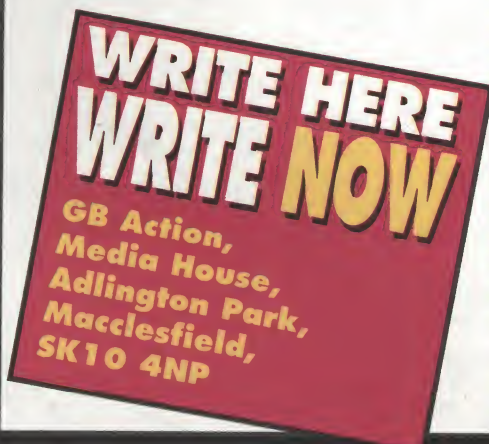
Assorted Comments

Dear GB Action,

I am writing to explain about Game Boy. Some people buy from shop magazine comic. They are new game different thing magazine comic with carts now.

Cheryl Nugent, Southampton

Cat, helicopter, fish, banana, hatstand, lobster. Gibber wiffle waffle wiffety wobble. There, I think we're on just about the right wave-length now Cheryl. I hope that answers your, er, letter adequately enough for you.



ASK DOCTOR ROBERT

**WRITE HERE
WRITE NOW**

GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP

More queries and concerns about the Game Boy world coming your way, all answered from the divine knowledge of the legendary Doc

Zelda – still

You've got to help me! I've spent £25 on Zelda – Link's Awakening' and, being the gaming novice that I am, can't even get through dungeon one!!! I've got a bunch of bananas (what the hell are they for?) and I have found the dungeon, I just can't seem to get through to the end of it. I can't jump over the pits or move the obstructions that get in the way to other areas of the game. So please tell me how to get through level one before I pull the rest of my hair out! PS I would love to buy Star Trek – The Next Generation but every shop I try hasn't got it. Is it still available? And if so was it ever reviewed in your mag?

Miles, Dunfermline

Level one of Zelda, eh? Boy are you gonna get stuck later on in the game. You need to find the Roc's Feather which is in the first dungeon. In the top left room, push the spiked monsters into the pits (using the shield) and a staircase appears leading to the feather.

ST – TNG was reviewed on import in issue 17, scoring 89%. Unfortunately it never got an official release, which is a bit of a shame because it was pretty good. Try a mail order firm or a swap to get your hands on it.

Zelda – still, still

All I ask is one question – how and where do you get the bananas for Kiki the monkey in Zelda?

Patrick Young, Skibbereen, Ireland

From the crocodile on the beach, in exchange for the dog meat from Bow Wow's pup. This should help Miles as well with a bit of luck

Zelda – still, still, still

Please could you help me with Zelda? When I go into the Egg there is a room with light but in the second room there is no light and black holes. So could you help me? Tony Papa, Glasgow

You've not been taking very much notice of the game, have you Tony? Have you got the directions to go through the Egg from the book in the library, the one which needs the magnifying glass? No, I thought not.

FIFA SNES or GB?

In issue 32 you said that Nintendo were putting together a package deal consisting of a SNES, SGB and FIFA. Please could you tell me if FIFA is for the SNES or Game Boy? Russell Ainsby, Old Basford

It's for the SNES Russell, and quite a good deal it is too.

Konquered Kong

I am stuck on level three stage one of Donkey Kong and I can't get past it. I know to get the road block and put it across the spikes to the key and then to spin across using the rope, but by the time I have got to the road I have built it has disappeared. So could you please help me? PS Have you any cheats for F1 Race or SML2? Colin McMullan, Portrush, Co. Antrim

On this stage, set the block to allow the walking beast to move on to the spikes, then, swing across as normal and jump on his back to get to the key. PS For F1 Race the biggest tip I can offer is to drive faster than all the other cars. That

way you'll win. Apart from that you could try 010156C5 on your Action Replay to keep your car in first place.

For the Game Genie try 019 98D C42 to start as number one in the world and 008 31B 19A to stay there.

As for SML2 do you know about the secret level in Tree Zone? Go through the second level and make sure you get the bunny ears. Carry on to a bit with a drop to a coin and fly up and to the right. You'll come across a secret level door.

Lost Vikings

I have recently heard of a stunningly excellent game for the SNES, The Lost Vikings. Will this be coming out on ye olde Game Boy or what? Adam Braunton, Barnstaple

Unlikely. Next.

Jurassic Problems

I have just bought Jurassic Park for my Game Boy and I have a problem. On level one, I can find all the eggs but I can't find the terminal that opens the gate. Please could you show a picture of the area with the right terminal? Paul Marsh, Herne Bay

Well the answer is quite simple. Go into the large building and head to the right. Then go down to the sink and there will be a room below. Step in here, walk to the terminal and presto, the gates will be opened!

Double Dragon 3

Do you have any Game Genie codes for infinite energy or infinite lives for Double Dragon 3. Please help. It's a great mag. Michael Robinson, New Duston

Of course. 000 0E8 19E will give infinite lives and F00 138 194 will give 15 points of energy on all your lives. Anyone who has an Action Replay can use 08BF27DF for infinite energy.

PUBLIC EYE



Yep, it's time to check out another page of your Game Boy reviews written in your very own intellectual and stylish prose. Keep 'em coming in!

Tetris

Nintendo

At first glance this game seems rather boring. I mean, fitting different shapes together to make lines is not exactly great fun, but after playing it for a bit I was hooked.

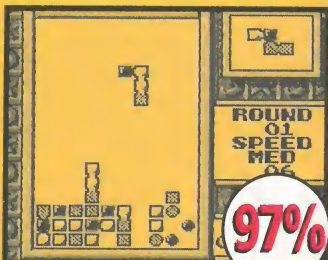
It is challenging with two game types and over nine levels. The graphics are very clear and every time you pick it up you can't put it down. You can even play with two people using the link up system.

After playing it for two years I still can't stop playing it. It's almost impossible to complete which adds to the challenge. You just get as many lines as possible and then play again to try and beat your record.

The only bad point is that the music can become a bit tedious. This can be changed by simply turning it down.

On the whole it is a smooth, pleasant, challenging and very addictive cart.

Paul Marsh, Herne Bay



Lemmings

Ocean

What was all the hype about? And why bother putting it in the 'must buys' section?

I bought this game a few months ago and it's hardly been out of its case! It's completely rubbish! The graphics are terrible. I know that there's only so much you can do with Game Boy graphics but I think Ocean could have done a lot better than they did. You have to strain to see the Lemmings, even when you use a light magnifier.

To be fair the gameplay is OK, but the lastability of the game is useless! I got bored with every difficulty level after about ten minutes.

If you were thinking about getting this cart, don't bother. Just wait and see if the second is any better!

Joe Cannon, Essex



Donkey Kong '94

Nintendo

The best arcade conversion on the Game Boy ever. You play the part of Mario as you go through nine worlds - Big City, Forest, Ship, Jungle, Desert, Plane, Iceberg, Rocky Valley and the Tower.

It's not very hard but it's much harder than Wario Land. For me it's a must buy and it should be in everyone's Game Boy collection. Donkey Kong is definitely the best Game Boy game around.

Ryan Micallef, Iklin, Malta



Tiny Toon Adventures

Konami

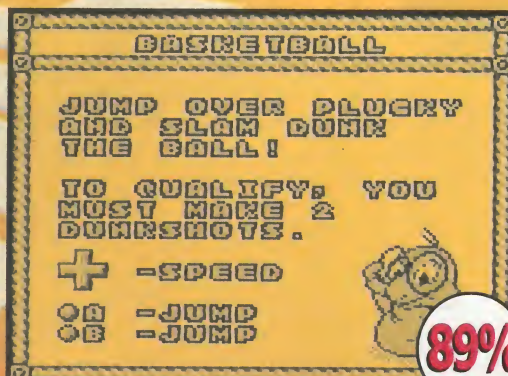
Well, what can I say? This isn't the newest game around but it is still worth a look. With cute cartoony sprites and some brilliant tunes and the lush addictive gameplay, this is still one of the top games around.

You can choose to be Buster Bunny, Plucky Duck or Hampton at any time in the game and on each of the four large levels. You can pick up players to help you like Dizzy Devil or even Furball.

There are also decent bonus stages to play as well. This game can get very frustrating at times and it isn't as easy as you first think.

This is a highly playable game in the best traditions of the Tiny Toons.

Adam Brown, Rugby



Star Wars

UBI Soft

This game is a must for Star Wars fans everywhere. It has it all. Finding R2-D2, Ben, Han, rescuing Leia through nine sizzling levels. Destroy the Death Star in your X-Wing. An excellent game by UBI Soft. If I had a SNES and Super Game Boy, who needs the SNES version. This is as good as its larger relatives and would do well in the Test Of Time. It may be two years old but it's ace. A definite must for Star Wars and platform fans alike.

C J Wally, Lincoln

96%

That's all for this month. If you fancy sending us reviews of games, be they good or bad, remember to keep 'em short, keep 'em sweet and try your best to keep 'em neat.

Public Eye,
GB Action,
Media House,
Adlington Park,
Macclesfield,
SK10 4NP

BUYERS GUIDE

To have any idea of which games to buy and which to stay well clear of, you must consult the GB Action Buyer's Guide. Simple as that

PLATFORMS

Addams Family

Ocean

Although graphically this may not be tremendous, it's a fun and challenging game with plenty there for the taking. Competent and cute, it'll appeal to any platform loving fan of the movie. 80%

Adventure Island I & II

Hudson Soft

Two playable if not overtly difficult romps taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to slate either. 70%

Alien 3

Acclaim

The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of exploration and maze-like complexities that make for a teasing and very enduring challenge against the Aliens. 90%

Aladdin

Virgin

Tales from the Arabian Nights come to the small screen with Virgin's tie-in of the Disney classic. And what a fin job they did of it too. Okay so it's a basic platformer but the presentation is superb and there's enough gameplay to keep the interest going for a while. 87%

Alien vs. Predator

Activision

Two of the meanest big screen monsters are brought together (via comic books) in a seek and destroy action-cum-platform adventure. You play the Predator against a rampaging horde of Aliens. Fine presentation of sound and graphics with endearing gameplay make this one to look out for. 84%

Alfred Chicken

Mindscape



Certainly one of the best platformers ever to appear in this flooded genre. What more needs to be said? Challenging, addictive and a fine purchase. If you are sick of platforms then this is the perfect cure. Play it through, then play it again and again. Superb. 92%

Asterix

Infogrames

A challenging romp through a richly diverse range of lands in this lively game. Very much in the Mario vein, with plenty of finger flexing to set your pulse racing. Tres bon! 82%

Bart Simpson's Escape from Camp Deadly

Acclaim

A fun and addictive cartoon licence that does Bart justice. In what other game do you get a jull-on ood fight? With lots and lots of challenging layers, it certainly takes some beating. 86%

Batman: Animated Series

Konami

The Dark Knight at his darkest. Based on the cartoon series, Batman has to defeat The Joker, The Scarecrow and Mr. Freeze among others. Dark and moody graphics add to the Gothic feel. This is a top challenge and a must for fans of the series. 89%

Batman

Sunsoft

A platform-cum-shoot'em-up, Batman romps along at a very snappy pace with tons of triggers to pull on the baddies. No sign of Robin though, which is a little bit of a shame. 80%

Batman: Return of the Joker

Sunsoft

Dead, dead tough but certainly worth plugging away at - this gets old rubber pants' sequel off to a good start. Truly excellent sound effects and well snazzy graphics complement the superb gameplay. Loads of mileage for your hard earned money is assured here. That blinking Joker returns once more! Catch him if you can in this whopping challenge! 87%

Bill and Ted's Excellent Game Boy Adventure

Acclaim

A truly excellent game for any bodacious player. Pretty damn hard but pleasantly so, each stage presents a tip top challenge. Graphics are a touch on the naff side but the gameplay is ace. Bound to keep you air guitaring for ages. 90%

Blues Brothers

Titus

Shades on everyone! Time for a true merry go round of fun and frivolity in a desperate search for your missing instruments. Brill music and graphics and a rock solid platform romp inrock 'n' roll land make this a worthy addition to any collection. 90%

Blues Brothers 2

Titus

This time the guys are involved in Jukebox Adventures. More platform jumping and record collecting over a very large area which helps the lastability. 91%

Bomb Jack

Infogrames

A very simple but nevertheless addictive arcade conversion in which you boing around the screen destroying countless fused bombs. There are 60 levels to negotiate if you can last the pace that is. 80%

Bubble Bobble

Taito

A stormer of a game. Extremely addictive straight from the word go with over 200 levels and OKish graphics. Packed full of fun but a bit easy. 87%

Bubble Ghost

FCI

Blow a bubble, carefully guiding it through 50 odd hazard infested screens. A game difficult enough for hardened players who think that platform romps are easy. 90%

Bram Stoker's Dracula

Sony / Psygnosis

Does Dracula suck its rivals fresh out of blood or have Sony released a cart that's all bat and no bite? Well, as long as you put it on the hardest level it's pretty good. Some of the crash detection can be a bit dodgy but everything else is good. Not brilliant but pretty good. 85%

Castlevania 2

Konami

A very enjoyable vampire themed game and one for die hard players to sink their fanged teeth into. It's thankfully much more than just a platform romp as you swing around on ropes and grapple with castle keepers for your life. Vangtastic, well pretty close to it anyway. 86%

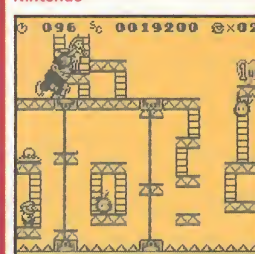
Castelian

Storm

A challenging game that'll stretch your memory and reflexes as you work through seven different towers. The time limit leaves no room for error and it can get annoying at times. Older players may remember it as the Hewson game Nebulus - cos it's the same! 65%

Donkey Kong '94

Nintendo



The 90's version of the early 80's classic does the original proud with all the elements of gameplay and addictive qualities. Mario once again proves a winner as Nintendo continue to produce the goods. Fun, challenging, puzzling, addictive. What more do you want? Verging on the 'Must Buys'. 91%

Dennis

Ocean

Dennis the menace, American style, is trying to make amends for his numerous misdemeanors. A coin search is the task undertaken by Dennis to help his neighbour, Mr. Wilson. Neat graphics and simple gameplay make this quite an effective platform romp. 82%

Daffy Duck

Marubeni

It's really jolly good. Daffy takes it upon himself to save the Earth from the evil intentions of Marvin the Martian. Armed with jetpac and ray gun he whizzes through this well drawn platformer with gusto. 88%

Duck Tales

Capcom

Set over five levels, there's plenty of exploration to get on down to with everyone's fave Disney characters. Although competent, playable and graphically well presented, some find it a little too easy in the long run. Quacktastic? 81%

Duck Tales 2

Nintendo

Now released officially, this is a terrific sequel. Scrooge McDuck has to overcome all manner of cunning devices on the way to a wad of cash. Great graphics and simple gameplay make it a real delight for each and every fan of the genre. 83%

Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy Purchases



Pinball Dreams

Game Boy

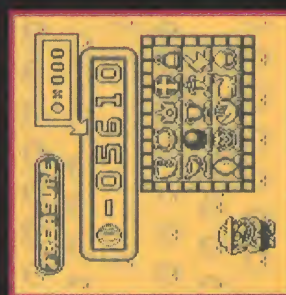
Silver ball action of the slickest kind. Three competitive tables pack an arcade full of features. An essential purchase for Pinball Wizards, enchanting. Lives up to it's name and really is a dream come true. One of the most playable carts. You'll be totally hooked. 92%



Wario Land

Nintendo

It's been a bit of a wait but when he arrived Wario delivered the goods in quite impressive style. While not particularly difficult to complete, Wario's land is full of hidden levels and hidden treasures. Bold graphics and super sonics make helping Wario's search for cash a quite enjoyable one. A top class product. 93%



Edd the Duck

Laserbeam
Set over 12 levels this has all the ingredients of a fun-filled romp yet none of the longevity or class to make it too memorable. Edd's a zippy mover. Sheer speed rather than skill carries him over some levels. A bit too much like Taz-Mania really. 77%

Felix the Cat

Hudsonsoft
Well, there's cute graphics and a snazzy character capable of changing his garb and means of transport, but at the end of the day all you get is a pretty average platformer that won't last you very long. Very paw. 70%

The Fidgetts

Elite
A mind bendingly difficult puzzle challenge. Guide Frankie and Freddie through some wonderfully detailed sewers to try and reach a ship to the States. Puzzles abound but terrific graphics help make this toughie quite bearable. 91%

Fire Fighter

Mindscape
Quite a nice little attempt at moving away from the traditional platform environment. You play fire fighters rescuing babies and damsels in distress from burning infernos in an underground station (ahem), warehouse, office block, etc. It's hard work with some fiery obstacles, but does lapse into poor taste. 78%

The Flintstones

Sony
Yabba-dabba-doo! But this is the licence of the big screen version which follows very closely to the plot of the film. Loads of sub games including a space invaders, pac man and splat give plenty of depth. 89%

Tom and Jerry: Frantic Antics

High Tech Expressions
Simple, playable platformer featuring the world's most famous enemies as erm...friends. Join Tom on a scooter avoiding fire hydrants and Jerry in a swimming race as they search through a number of quite large levels. Madcap and frantic action make this one worthy of a look. 85%

Home Alone 1 & 2

Toy Headquarters
Two sad films have become even sadder games and complete dross is what you get here. The sprites are shamefully slow and gameplay is more laughable than cute little Master Culkin himself, as you endlessly leg it around. Very poor! Don't buy it, not even for a tenner. 35%

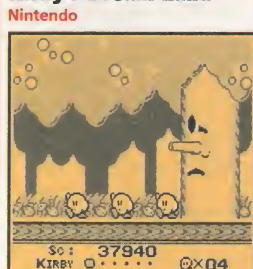
Hook

Ocean
Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high quality release. Some really great graphics and totally unstoppable gameplay all add up to a near-excellent release. Recommended! 85%

Indiana Jones and The Last Crusade

Ubisoft
The worlds most well known and greatest archaeologist in his finest adventure. Six large and challenging levels follow closely to the story of the film and provide a great test of skill. The rousing rendition of the theme music helps things along superbly. Very good. 84%

Kirby's Dream Land

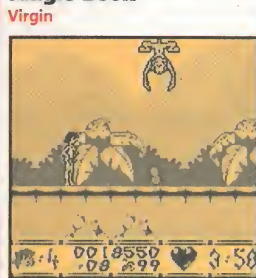


A gorgeously animated and incredibly cute romp around pixie land. The hero Kirby sucks in baddies, then spits them out around six levels. Although very easy, it's got bags and bags of fluffy loveability. In other words buy this game. 89%

Joe and Mac

Elite
A clobberingly groovy, great platformer that's hard enough to lure even the toughest of gamers into its snare. Cute graphics and chuckalicious antics make for great all round entertainment through nine thudding levels of charm. 89%

Jungle Book



An excellent movie licence, whatever next? Yes it's a platform game, but lo and behold, we all liked it. Finding a game which looks excellent, plays well and is seriously addictive is pretty difficult to achieve these days. This is one of them. Thankfully. 90%

Kid Dracula

Konami
Although it would seem to be aimed at the younger market, the kid does his best to give you a challenge to sink your teeth into. Full of fun and twists, it's jolled along nicely despite the levels being far too short. A small grip, but Kid is remarkably playable. 84%

Last Action Hero

Sony Imagesoft
Arnie's big budget, big flop vehicle is a decent whack at the action/platform style. Some excellent graphics are combined with some varied gameplay but this certainly isn't the totally thrilling adventure it could have been. Sloppy presentation in places undermines some of the good things. 80%

Looney Tunes

Sunsoft
A fun and highly enjoyable hike with super sparkling cartoon characters, simply gorgeous graphics and more than ample variety. It's instantly appealing and engaging but not, unfortunately, too long lasting. Still, there are plenty worse. 90%

McDonaldland

Ocean
A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit of a cross really between The Blues Brothers, Mario and a Big Mac. And exact-

ly the same as Spot The Cool Adventure. Not to be confused with Cool Spot! 80%

Mega Man I, II, III & IV

Capcom
Although all four games don't differ much in terms of style or gameplay, the challenge just becomes greater. Mega games for the Game Boy with tons of robotic fury and swiftness combined with endless thrills and spills. Mega! 90%

Parasol Stars

Ocean
Fight through seven levels brolly bashing everything in sight with some fearsome raindrops. Graphics are pukingly cute with ultra-dreamy sprites and you'll need absolutely tons of stamina and concentration to make any headway at all. 76%

Popeye 2

Activision
A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find. 83%

Pop Up

Infogrames
Just bounce a ball from platform to platform, collecting each and every item on the screen. That's it. Some columns are angles, others you'll need keys for before passing through. Very samey and hard. 61%

Prince Of Persia

Mindscape
Silky smooth animation is just the polish on this very sweet turkish delight of a platform game. With some very difficult problems to get around and lots of lasting appeal it's a more mature adventure. The final levels keep you playing on. 90%

Pugsley's Scavenger Hunt

Ocean
Not half as entertaining, nor anywhere near as challenging as the first Addams Family game. Graphics and sound FX are minimal and the game merely consists of fatso waddling around the mansion bopping enemies with his overweight bum. 71%

Speedy Gonzales

Sunsoft
Just what the doctor ordered! A really smart, genuinely fast six levels of unceasing taco-fuelled manic mayhem! Speedy Gonzales exudes death to hedgehogs from every pore as he races across your screen in a bid to rescue his mates. Definitely recommended. 90%

Super Hunchback



Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmerelda will be a task to cherish for any dedicated platform nut. Almost as good as the ancient arcade game. What more is there to say? 91%

Spider-Man 1, 2 & 3

Acclaim
If you avoid the first game in this series, you'll have a fine web-sling of a time. Levels are diverse as the webbed one defeats deadly dozens of dastardly foes. Be warned though, Spider-Man 3 is horribly difficult. 83%

Spiderman & The X-Men

Acclaim
A far cry from the previous three carts with an almost impossibly bland plot and gameplay. The webbed one, along with his buddies the X-Men, must defeat Arcade in his own rather nasty theme park. Poor gameplay and graphics really let this one down. 57%

Super James Pond

Ocean
Make it a meatier challenge and you've got a winner. It certainly invites plenty of exploration with lots of winsome characters, but there just aren't enough baddies. It can also be difficult to see what's going on. 80%

Game Boy Purchases Essential Game Boy Purchases Essential Game Boy Purchases Ess

Lemmings 2: The Tribes

Sony Psygnosis
One of the most astounding Game Boy conversions ever. If a skill didn't work then it was replaced with something that did. Showing an understanding of the Game Boy rarely seen, Lemmings 2 is a certifiable classic and a must for all Game Boy owners. 95%

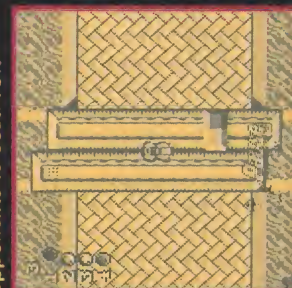


Monster Max

Titus
Utilising a genre rarely investigated on the Game Boy, Titus unleashed one of the most refreshing carts ever to appear on the beloved small screen. The stunning isometric view coupled with the graphics and the simple gameplay mean that Monster Max sets a new standard for others to follow. A killer game with level after level of 3D fun. A complete success in every department. 94%

Micro Machines

Sony
Quite simply one of the most playable and downright fun games ever to appear on the Game Boy. All the aspects of the game on other formats have been incorporated in this portable version. While the graphics are small and fast, it's surprisingly smooth. There's also a real challenge ahead with several talented opponents to beat. 93%



Star Wars

Ultisoft

Varied and absorbing. This lasts longer than a Tatouine Winter and is far more fun. With a playably faithful version of the film's event it's a class product, even Obi Wan wouldn't be able to criticise it. May the force be with you — you'll need it! 92%

Super Mario Land

Nintendo

Released to coincide with the launch of the Game Boy itself, it may be showing its age in terms of graphic style but you can't take anything away from the absolutely fantastic gameplay. Certainly one to keep coming back to. 92%

Super Mario Land 2

Nintendo



A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent platform game. 90%

Taz-Mania 2

Marubeni

Taz returns in another adventure of spinning mayhem. Through the island he has to do some very interesting things which will take you ages to do, like run and jump, and spin and roar and everything. Which is dead good cos it is, and nice and other things. 83%

Tiny Toon Adventures

Konami

Cutesy pie graphics and wonderful slickness make this a real visual treat. Jolly along with some great imaginative gameplay and what do you get? A hugely playable romp to be savoured that is in no way as easy as it first seems. 89%

Tiny Toons 2

Konami

Montana Max has taken over the movie theatre and Buster Bunny is entrusted with the task of saving his pals from having to sit through one of his movies. Cute graphics in a jolly good fun platform romp make it a well worthy sequel to the excellent first instalment. 88%

Titus the Fox

Titus

Graphically this is extremely detailed but there's just not enough bite on offer here. Gameplay ambles slowly along and each background tends to resemble the next. Crazy platform action with a cute fox thrown in. 67%

Universal Soldier

Accolade

Wielding more punch than Rocky this is non stop action all the way. A great control system with tons of moves. Jean Claude Van Damme it's good. 80%

Zool

Gremlin Graphics

The Game Boy version does the ninja ant from the Nth dimension proud. Amazingly fast paced but easy controls make it eminently playable. Fine conversion to the the handheld. 92%

BEAT'EM-UPS

Battletoads

Trade West

Time to set about rescuing your pals in a clobber happy battle with shades of a platformer chucked in there. A great little game that's action all the way. An office fave, nearly. 91%

Double Dragon 1, 2 & 3

Accolade

The whole series is dead dull and oh so boring as you stalk the streets and punch your way through the odd wave of henchmen, getting mangled every so often. Totally thrill-less. 25%

Lethal Weapon

Ocean

Action is go, go, go and the game does get better the more progress you make. However, sadly, there is a distinct lack of moves to perform, thus making it considerably more dull and boring than joyfully exciting. Bit of a shame really. 72%

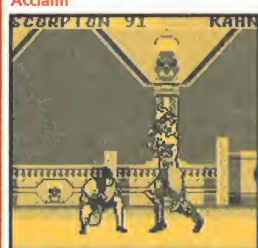
Mortal Kombat

Accolade

Even without the blood and guts, colour, Johnny Cage, and that ole 16-bit magic, Mortal Kombat is still a highly successful conversion. You beat people up, surprise, surprise, but in a number of endearingly vicious but sadly PG-rated ways. 87%

Mortal Kombat 2

Accolade



Eagerly awaited and not disappointing, MK2 is probably as good as a beat'em-up will get on the Game Boy. All the moves are here and most of the characters, with clear, surprisingly well defined graphics. Easier to execute finishing moves add to the effect. Will sell by the truck load. 88%

Pit-Fighter

THQ

Tons of choice on offer here with a mere five opponents, yeah right, I don't think! Earn money with more muscles and beat the living daylight out of the others with your special moves. Boring, boring, boring. Get the message? 33%

Raging Fighter

Konami

A slap happy, stumble over your shoelaces game rather than a full blooded raging fight. There are seven fighters to choose from and a vast array of moves, but it hasn't quite enough guts to punch you. It's really quite middle of the range. 74%

Teenage Mutant Ninja Turtles

Ultra Games

Will they ever stop taunting us with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but even great graphics can't redeem this game. 59%

WWF Superstars 1, 2 & 3

Accolade

The graphics always get bigger and better, but if you've got one of these games then no way do you need any of the others. The wrestlers have had their heyday. Just wish they'd leave us alone and stop churning the damn games out. 54%

SHOOT'EM-UPS

Asteroids

Accolade

A faithful blow by blow version of the smash hit coin-op. Old as the hills but still loved by millions, including us. It looks a bit jaded on the old 'Boy and is very barren, yet has tons and tons of nostalgia value. 73%

Centipede

Accolade

Based on the ancient coin-op success, this remains faithful to its grandad and has been converted to the little screen as well as could be expected. Hugely repetitive and simple, it becomes a little wearisome sooner rather than later. An old classic back from the dead. 60%

Facebook 2000

Bullet-Proof

Basically Pacman in 3D as you travel at break-neck speeds around a maze of corridors, zapping hordes of others in your way. Average in one player mode the fun really starts when up to four players compete. Then it's above average. 76%

Fortified Zone

Jaleco

Nuke your way through four levels overloaded with gun totting guardians and warriors. You need a fast trigger finger but no thought in order to win. 65%

Parodius

Konami

The programmers behind the greatest blasters show they've got a sense of humour as well. The variety and originality lift this just above Nemesis 2. Cuteness often equals childish play. Not here. Belly dancers and piggies provide exciting cannon fodder. 90%

Hunt for Red October

Hi Tech Expressions

A horizontally scrolling shooty shooty affair in which you take control of a Russian submarine

as you shoot through obstacles and loads of nuclear armed enemies. Straightforward really excellent presentation. 65%

Navy SEALs

Ocean

Control a crack team of undercover marines with some deadly missions to complete. Graphics are well above par but four levels don't sufficiently hold your interest for long enough. 73%

Nemesis 1 & 2

Konami

Widely regarded as the ultimate definitive blasts on the diddy screen, and quite rightly so. Fast-paced and trigger happy action right from the off and quite tough to get your teeth into. Top Stuff. 90%

Pang

Hudsonsoft

Extremely simple yet immensely compulsive, all you have to do is trek around the world popping bubbles which then divide into smaller bubbles. Only the sharpest shooters will survive in this gentle shooty game which holds plenty lasting charm. 74%

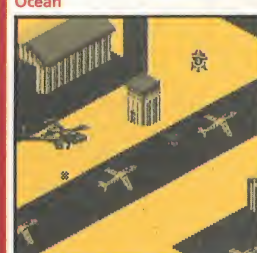
Probotector

Konami

Gung-ho blast and be damned warfare at its very, very fiercest. If GB blasting is your cup of tea, then you can't go far wrong with this bundle of dynamite. Red hot. In fact, hotter than a very hot thing! 91%

Desert Strike

Ocean



One of the best games to appear on the Mega Drive has been converted quite superbly. The level of detail and depth included in this helicopter blast is astonishing. Certainly one of the most entertaining and playable shoot'em-ups likely to appear. Ever. 90%

Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy



Bomberman

Hudson Soft

More destructive mayhem as the little fella with a lot of bombs decides to save Earth while he's here on vacation. It's fun, addictive and very challenging. A worthy successor to the classic Dynablast and a definite 'Must Buy' 92%



Best of the Best: Championship Karate

Konami

This red blooded bruiser lives up to its name in a perfect conversion of the SNES cruncher. Loads of moves, speed and will to win, it really knocks the competition out for the count. Don't sit there dreaming about SF2, go out and go a few rounds with this knock out cart. 93%

The Legend Of Zelda

Nintendo

The attention to detail is unsurpassed in any other game. In Zelda: Link's Awakening Nintendo have pushed back the boundaries of Game Boy gaming to a new level. Without doubt the best game on the market. From its continued presence in the charts, Zelda has proved to be probably the most popular Game Boy game ever. 96%

RoboCop 2

Ocean

An improvement on the first game yet still not particularly awe inspiring as RoboCop wipes out drugs and thugs and tries hard to uphold the law. The difficulty setting is just right to make it worth a little look. 73%

R-Type I & II

Irem

Venture into the blackness of space for a blasting freak's dream. Everything here is represented to the best of the 'Boy's momochromatic ability and is superbly drawn. Excitement is assured as you streak across space avoiding the acid taste of death. Not much to choose between them, so surprise, surprise they've both got... 88%

StarHawk

Accolade

Alien blasting that follows the norm as you shoot through the scrolling heavens. It's very detailed and well presented but innovation has been overlooked and each of the five worlds badly lack originality. 69%

Star Trek

Ultra Games

A game that boldly goes where so many other games have gone before. There are plenty of levels, but the warp drive is about as fast as driving a Robin Reliant uphill, and all the planet wandering becomes a bit lame. 60%

Terminator 2

Acclaim



A six stage shoot'em-up that comes across as an excellent movie licence with plenty of variety and toughness to cope with. Quite complicated with loads of messy backgrounds and numerous sprites in there, but certainly guaranteed to last you a long, long time. 84%

Terminator 2: The Arcade Game

Acclaim

A head-on attack of ultra violence, nothing more, nothing less. The backdrops are complicated and it's easy to lose your target among the rubble and be unable to figure out just exactly what the heck you're supposed to annihilate. 76%

Total Carnage

Malibu Games

Throwing political correctness aside, Total Carnage is a complete, unadulterated blast. The graphics are poor, sound limited and gameplay nothing special. But if you want to kill mutant aliens in their droves, there's nothing better. 78%

DRIVING GAMES

Days of Thunder

Mindscape

Takes after the naff film. Not really fast enough to satisfy racing pros and even fewer thrills and spills to tempt you to come back. I'll say this for it, the car drives nice and smoothly and it's pretty hard. All-in-all though, it's just too bland to get a remotely decent mark. 41%

Ferrari Grand Prix Challenge

Acclaim

It may have all the mod cons and technical stuff but frankly it's downright boring with too little challenge. Very poor indeed. A Reliant Robin of a driving game. 49%

F1 Pole Position

Ubisoft

Earning the right to compete in the world's foremost driving championship adds a challenging new angle to the well covered driving genre. There are plenty of options but some untidiness in the presentation stops Pole Position from really being a classic. 83%

F-1 Race

Nintendo

A roaring speedster of a game that comes with a four-play link-up adaptor to make for one heckuva big monster of a top competitive challenge. Fast and frantic, it plays like a big bag of dreamy juicy sweetmeats. And you can play with your chums too! It's pretty smart. 88%

Lamborghini

Titus

Despite a few minor faults Lamborghini is fast, furious fun. It may not look like the greatest driving sim ever, but with so many options together with some really quite excellent gameplay make this well worth a closer look. 86%

Motocross Maniacs

Palcom

Graphically simplistic, this little gem oozes sheer playability with eight different courses and loop the loops to enjoy. Obstacle packed, and full of frenzy it's a perfect biking sim. Not bad at all. 80%

Race Drivin'

THQ

Lots of mean machines and fiendish circuits to choose from and good 3D perspective make this an easy-to-get-into, but challenging, sim. The ramps are particularly cool. 73%

Road Rash

Ocean

A nasty little rash that is most irritating. Don't be impressed by the beat 'em up connection, one type of punch hardly transforms a poor racer into anything remotely worthwhile. After all the hype and the advertising, and the good versions on other machines this was a little too disappointing. 53%

Super RC Pro Am

Nintendo



Slick, fast and playable, loads of tracks and the four player link option offers the greatest multi-player fun on the 'Boy. Car upgrades, weapons and tough competitors are all included. The sort of game of game you'll pick up for a quick game and play all day. 89%

SPORTS

All-Star Challenge 2

Acclaim

This is basketball on half a court with side on and facing basket views. Tons of options and top quality graphics don't really create as much sweaty, pulsating action feel as you'd like and its appeal is limited. 74%

Bases Loaded

Jaleco

A heckuva good baseball sim that, once perfected, will offer hours of enjoyment. Graphics and sound aren't too hot but the game's controllable enough and builds up just the right amount of tension to give you a run for its money. 87%

Championship Pool

Mindscape

Realism, playability and attention to detail add up to make this a quite competent pool sim. The small graphics can be a bit of a strain on the eyes but the bevy of options and sub games should keep you coming back for more. And it's pretty good value to boot. 88%

George Foreman's KO Boxing

Acclaim

Lily livered punches and non-existent gameplay make this the worst fight sim ever as the big fat waddler stands rooted to the spot with a jab once every blue moon, if you're lucky. Rank gameplay and ranker graphics, this is awful. If you must buy a boxing game get Muhammed Ali's instead. 24%

Goal!

Jaleco

Simple, tidy and an original angle on the usual scrolling of footie games. Okay so not it isn't perfect but the Super Cup offers a varied selection of opponents and with a two player option to keep you and your mates occupied it certainly has plenty to offer. Future releases may just push this effort back a bit, but it's still decent. 90%

Hit The Ice

Taito

Unfortunately this game doesn't quite hit the mark. OK, it plays well enough yet lacks that certain je ne sais quoi to live up to expectations. Emphasis is quite squarely on the violent aspect of

the game. Playable only as a diversion rather than full blooded sports action ice hockey. 73%

Jack Nicklaus Golf

Trade West

Simple to play with a great learning curve and good realistic graphics. As with real life golf you can never truly master the game but it's enjoyable to try. If the Ryder Cup's inflamed your golfing appetite then maybe you should try this. Or just head straight for the 19th. 80%

Jimmy Connors Tennis

Ubisoft

Jimmy steams to the top of the pile marked 'super tennis sims' in a game that does the great man's character proud. Only available on import but with great graphics and challenging opponents this is certainly one to check out. There's a great two player option too. 91%

Konami Golf

Konami

A challenging simulation of this relaxing pastime. Let down by the lack of courses (just two are featured), Konami's Golf still provides a decent test of skill, touch and judgement. Good graphics add to the golfing feel. One of the best golf sims. 81%

Madden '95

THQ

A full and complete American football sim packed onto the Game Boy. It's true. A quite remarkable conversion of a complicated sport. The sprites are small, fair comment, but it's still hugely playable, challenging and entertaining. 92%

Mario Golf

Nintendo

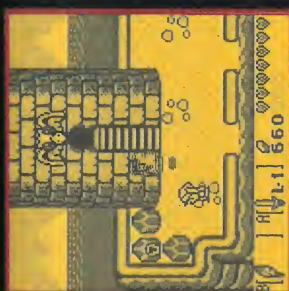
With everything you could possibly need for a few rounds and a battery back up to boot, this is a near perfect sim for the budding enthusiasts with plenty of different holes to negotiate. Fore. 80%

Riddick Bowe Boxing

Extreme

Neat gameplay and graphics with options aplenty. Choose from one of 25 boxers, including Riddick himself, take him through some rigorous training and then take to the ring. It's a little surprising how realistic it all is. Good stuff. 82%

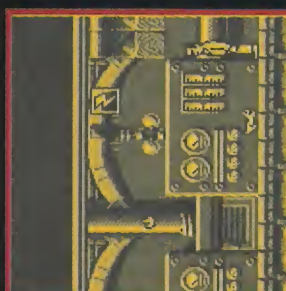
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Dr Franken

Elite

Spookily special adventure here as Franky searches a gothic horror of a castle in order to reunite his girlfriend (Bitsy), literally reunite. It's her body bits that he searches for. Loads of nasties, locations and challenges add up to extreme quality, even better than the excellent sequel. Perhaps not to everyone's taste, but certainly a more than welcome change from endless platforms. 92%



The Empire Strikes Back

Ubisoft

This sequel is bigger, better, harder, incredible. You'll be glued to the screen and won't want to stop. A beautifully constructed adaption that has lots to do with the film. Probably the finest film tie in to date. Something special that you definitely won't complete in a day! 93%



Sensible Soccer

Sony Imagesoft

Realistic football action is let down only by the lack of two player option and the minute sprites. Get over these little problems and there's some fun to be had stroking the ball around the pitch at club or national level. A good effort in the monochromatic confines of the Game Boy. 85%

Mario Tennis

Nintendo



Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. Still a fine tennis game despite the recent competition from Jimmy. It's fast, addictive and four difficulty levels calls for sound tactical thinking. This gets played a lot round the office. 89%

Side Pocket

Nintendo

Not really the pool simulator you're led to expect. All you do is knock the balls around a six holed table and pot them in numerical order, which is what you do in pool, sort of, but not quite like this. As such the appeal soon wanes. 63%

Speedball 2

Mindscape

A future sport game combining brutal non stop action in the arena with team management and coaching, strengthening a squad of 12. Chuck a steel ball around and try to knock your pal on their butt. A pretty top hand held conversion of the Amiga classic although there could be a bit of eye strain if you're not careful. 91%

NBA Jam

Acclaim

The definitive basketball game. Not exactly an accurate simulation, but it sure is a whole lotta

fun. Two-on-two teams featuring major league stars duck, dive and slam dunk to their hearts' content. Top stuff. 90%

Top Ranking Tennis

Nintendo

The top tennis sim for quite some time and still more than decent. The players move exquisitely as they whack top spins and whirlwind serves back and forth. It's fast and groovy with it. Pretty smart stuff! 90%

Track and Field

Konami

Leaving all other sports sims standing perfectly still, this game is tough enough and varied enough to guarantee great mileage. Get to compete in various challenges, and try to come out top of the pile. 90%

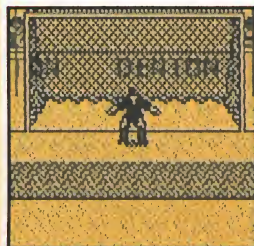
World Cup USA '94

US Gold

The official footie sim released in time for this Summer's football frenzy, it packs so much into the cart you'd expect it to burst. From rehearsing set plays to designing your team structures, it's got the lot. USA '94 is far more involved than any other footie game 92%

World Cup Striker

Elite



A darn fine attempt to bring the World Cup into the palm of your hand. Options everywhere and more gameplay than most previous attempts make this the game it is. A few minor faults which don't hinder the player's enjoyment earned this a rather impressive... 90%

SIMULATIONS

F-15 Strike Eagle

Microprose

The ultimate flight simulation with tons of acrobatic dogfights and targets to zoom in on.

Graphics and sound are great and the control system is simple to master. 87%

Phantom Air Mission

Activision

An ambitious attempt at a flight sim which, on the whole, works out quite well. In between take-off, sorties and refuelling you have to use your radar to track down enemy craft. Each mission, rather unfortunately, has a somewhat uncanny resemblance to the last, so you may well become bored too quickly. 72%

Top Gun

Konami

Action revolves around popping enemy fighters with a steady and accurate gun rally. The rest of the time is spent aimlessly cruising around the skies. Pretty average indeed. 67%

PUZZLERS

Boxxle 1 & 2

FCI

You shift around a load of boxes to their correct position as indicated by a marker. Sounds naff, but it isn't. Two brain teasers make a change from more run-of-the-mill offerings. 80%

Brain Bender

Gremilin

Alter the angle of mirrors to direct a laser beam through all the nasty objects. Could have been fabulous but the time-limit is ridiculously short, leaving you more than a little mad. 59%

Dr. Mario

Nintendo

Supposed to be a bit like Tetris but it falls flat on its face. The object is to line up lots of coloured pills in a jar. A major disappointment all-in-all considering the cool Dr. Mario connection thrown in. 42%

Garfield

Kemco

Doesn't stray too far off the beaten track as far as puzzlers go, but still an enjoyable play with a password option that sustains your interest through some of the more difficult labyrinths. Garfield drills through blocks, finds keys and opens gates to get into new rooms, all while warding off the nasty villains. 87%

The Humans

Gametek

Plenty of mind bending puzzles around as you direct a bunch of gormless neanderthals over 28 varied terrains. Well presented, tons to chew over and a very good Lemmings sideline. It might get a little bit tedious if this isn't your cup of tea. A potential rival to that classic Lemmings. 87%

Lemmings

Ocean

The classic puzzler converted so well to the small green screen. Endearing popularity has seen it remain in the charts for beads. 100 levels of mind boggling puzzles justify its rank as one of the all time greats. 95%

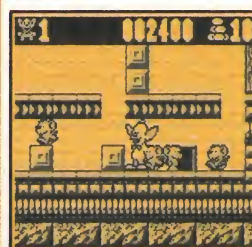
Kirby's Pinball

Nintendo

Part three of the Kirby Challenge sees our little blobby hero in a pinball game of all things. Sounds awful? Wrong! Three tables give you plenty of problems and Kirby is packed with lots of little mini-games. Luck plays a role and games can take hours to play when you develop a bit of skill 89%

Krusty's Fun House

Acclaim



Bart's all time fave TV show trips on to the green screen with class. A platform puzzler with little to do with the Simpsons but everything to do with infuriatingly addictive gameplay. The 60 plus levels will take ages to battle through. Passwords help you keep going in this very good package. 92%

Kwirk

Acclaim

Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes. Doesn't sound much I know, but rather good anyway. 88%

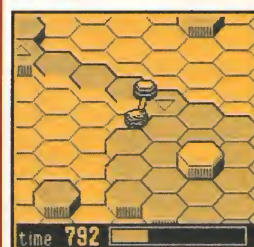
Marble Madness

Mindscape

You control a glass marble against the law of gravity, directing it through twisty and turny passages with massive drops and tiny passages to negotiate. 62%

Lucie

Vic Tokai



A very, very strange idea and an even stranger game. Explore a planet's surface in your twin pod surface crawler. A bold idea which has been neatly made but it's a little bland. 77%. Conversely, it's an infuriatingly challenging puzzle game to test the wits and skills of the best.

New Chessmaster

Hi Tech Expressions

Erm, basically it's chess. You either like or loathe it. For chess fans it's about as portable as it gets with no tiny pieces to drop. The computer players certainly know what to do! If you can get hold of a copy, it's not the sort of game you'll want rid of in a hurry, if you're into chess! 85%

Q*bert

Nintendo

Set on an isometric pyramid of three dimensional cubes you jump up and down to change the overall colour. A classic old Atari game and a stupid idea, but one which is enjoyable, to some extent, a bit! 83%

Splitz

Imagineer

A mind warping game that's just like a slide puzzle only this time you piece together the faces of famous people. This is one totally cool challenge with absolutely loads and loads of skill required to succeed. Excellent fun. Elvis spotted in Game Boy game!!! I like it. 85%

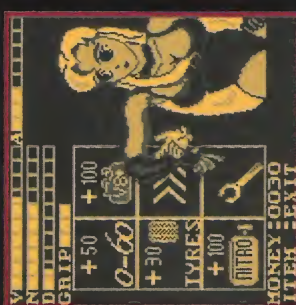
Essential Game Boy Purchases Essential Game Boy Purchases Essential



Race Days

Gametek

Two great driving games on one top value cart. Race Days is an absolute definite for the 'Must Buys' section. 4 Wheel Drive offers a rallying experience on the rough tracks of the American west and Dirty Racin' a more cartoon style race around a number of different tracks in the Micro Machines mould. Buy it! 94%



Yogi Bear

Empire/Gametek

The 'smarter-than-the-average' bear takes to the Game Boy screen in hugely impressive style. While the Yogi sprite is nothing stunning, the sheer quality of the gameplay and the challenge offered over the six huge levels make this an essential addition to every one's game collection. Wario, pah, buy Yogi, it's ace. 93%



Tesserae

Gametek

If you have a few hours spare and a penchant for original puzzlers then Tesserae could be right up your street. "Easy to play, difficult to master" is the claim. Well, almost. 80%

Tetris

Nintendo

You all know the score with this old bird. Move various shapes around the screen to form lines and advance to further levels. Totally addictive, but in a lego block-frustration type way mate! Tetristastic. 95%

The Real Ghostbusters

Activision

Garfield revisited should be the sub title of this adventure. The two are practically identical. For those not owning Garfield the puzzles and challenges could prove a treat. Over fifty levels adds to the challenge with each offering new traps and tricks for the unwary. 86%

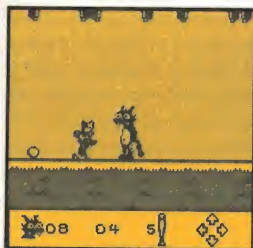
Yoshi's Cookie

Nintendo

Similar to Tetris but only half as addictive. Lines of five cookies zoom in from the top and side of the screen and you have to match similar ones to make them go. The further in you get the faster they fly. Trading on the name one thinks. 76%

Itchy and Scratchy

Acclaim



The cat and mouse double act who break the mould of traditional cartoons star in this intriguing puzzler. In much the same mould as Krusty's, the Miniature Golf Madness provides loads of opportunities for mindless violence between the two protagonists. Good fun and challenging. 86%

ROLE PLAY

Battle of Olympus

Imagineer



Set in ancient Greece this is a huge game which draws you into a long and exciting epic. Graphically excellent it involves a hefty whack of well presented violence alongside good interaction with all the freaky characters who offer you clues and send you on missions. A bit educational too. 87%

Mystic Quest

NINTENDO

A hugely engrossing arcade adventure that'll last an age. There's a multitude of mental puzzles to solve and places to explore. It's a veritable role-playing super dream treat of a game. Also known as Final Fantasy Adventure. 85%

Prince Valiant

Ocean

Too little action and too much space in which to do it. Cruising around aimlessly trying to find someone to fight isn't the most thrilling of activities and you get very little reward indeed for your exertions. 65%

Robin Hood: Prince of Thieves

Mindscape

Both combat, skill and puzzle orientated with some damn fine character interaction along with plenty of fun. This is full of riches for any role play fan. Not easy to get into at first, but worth the effort. 85%

Ultima: Runes of Virtue

FCI

A massive adventure that'll take eons to finish. Punishing but compelling as you search for the runes in the wilderness, mingling hack 'n' slash episodes with lots of brain rummaging. 79%

MISCELLANEOUS

Alien Olympics

Ocean

A sport sim with a difference. It has all the elements of your average athletics/olympic championship but with a huge difference. You use an alien in the event of a lifetime. Weird and challenging in the extreme this offers plenty of varied gameplay in the different events with some really cute graphics. 82%

Altered Space

Sony

The original isometric view cart for the GB. Only ever available on import sadly. It certainly has all the elements of a classic but the recent Monster Max arrival has surpassed this fine effort in every department. But only just. 84%

Bart Vs the Juggernauts

Acclaim

As Bart Simpson you must master the total art of skateboarding, weightlifting and square hopping in a series of diverse and stupidly hard events requiring great skill, strength and strategy. It will take you ages in order to get it right. 85%

Lawnmower Man

Sony

Loads of different aspects of gameplay add up to make this a really entertaining cart. Okay, so virtual reality on the Game Boy may be pushing things a little but this is still a top game. Very entertaining. 91%

Castle Quest

Sony Imagesoft

What do you get if you cross chess with monsters, magic and a fantasy setting? Castle Quest. Skill, judgement, nerve and luck combine in an addictive and original puzzle variant. The luck element detracts from some of the skill but it's still a neat idea and top notch execution. 89%

Choplifter II

JVC

Lots to see, and loads to do, and lots to get you well and truly involved in this helicopter sim cum shoot'em-up. Graphics don't amount to anything much really but playability is where it really comes good. All in all an alright shoot'em-up, nothing more, nothing less. 78%

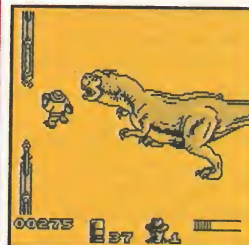
Crash Dummies

Acclaim

A quite original and hilarious game that offers more variety than is at first apparent. There are only five easy basic levels but things really do start to hot up with even more obstacles to avoid second and third time around. Simple to get totally hooked on. The Dummies are coming to life, beware! Clunk click, every single trip! 87%

Jurassic Park

Ocean



A fairly playable collect'em up without the action you'd expect from the film. Searching for eggs becomes a bit boring but the rest is pretty good. Graphics are well stylish but maybe could have been better. There's plenty to do and see, but it's no classic. Fans of the film should take a look. 85%

Dynablast

Hudson Soft/Nintendo

An absolute classic of a game. It's simple and infuriatingly addictive. There are years of gameplay to be had in both the one player game and then in the two player option. The concept is original and the execution superb. A bit of a must buy, really. A whopping 97%

4-in-1 Fun Pak

Interplay

Solitaire, Yacht, Cribbage and Dominoes all on one legal cart. A handy way of playing those board/travel games which are popular on long journeys. Dead useful and definitely dead worth a look. 81%

Paperboy 1 & 2

Mindscape

Dated, slow and frankly quite boring, you simply move around suburbia delivering newspapers, dodging dogs and grumpy neighbours. How thrilling! 56%

Personal Organizer

Infogenius/Gametek

Get your life sorted with this battery powered filofax for your Game Boy. Appointments, phone numbers and addresses can all be stored for easy reference. If you want to get your life sorted, this might help. 79%

Populous

Imagineer

Want to play God? You ARE God! Hours of strategy and involvement to be had as you govern the fortunes of your subjects. While you may take a while to get totally involved, once the world starts taking shape it's very difficult to put down. The original ego trip game. Engrossing. 91%

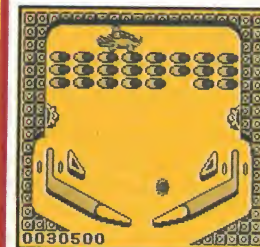
Rampart

Mindscape

Build or die in a medieval heave-ho involving power, battles and bricks. It's tough and frantic as you rebuild walls within a time limit and prepare for much rougher onslaughts. Graphics suffice, as do the sounds but they add up to make the complete package a quite appealing and original little game. 83%

Revenge of the 'Gator

Nintendo



A delightful little pinball game and extremely addictive. There are five separate tables, bonus rooms, realistic ball motion and all the obligatory buzzes, bells and bleeps. The scrolling is a bit jerky but then again the gameplay is easily good enough to ignore that. 87%

Tiny Toons Wacky Sports

Konami

A veritable cornucopia of fun Toon sports can be played on this seven sport cart. Buster and Babs compete in the events in typical Toon style. It's entertaining in the typical Toon style. 84%

BACK ISSUES



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Free Classif

SALES

Attention! Please buy my games and stuff as I'm desperate for some money! Bugs Bunny, Crazy Castle £10. Adventure Island (70%) £10. Gamemate Carry Case £5 with free headphones included. Both games in excellent condition with instructions. Please please phone 0602 830531 and ask for Lyn.

For Sale: Game Boy with Tetris and Jurassic Park and Logic 3 carry case. Will sell for £45 the lot. Phone Adrian on 081 715 4384 evenings and weekend only.

NES for sale boxed, plus 11 great games all boxed with instructions, all for £100 ono. Phone after 6pm please, 06285 29475.

I will sell Battle Toads (91%), for £7 (boxed with instructions, as new), and Paperboy for £5 (instructions only), or both for £10. Write to Andrew Stephenson, 42 Carisbrooke Road, Luton LU4 8HE.

For Sale: Mega Drive, MkII, Samprase Tennis, WC USA '94, Shining Force, Jungle Strike, 4 pads, 11 mags, Arcade Deck, Dust Cover, all for £180 ono. 081 665 1865.

Donkey Kong, in mint condition only £20. Parodius £13, Dyna Blaster (97%) only £13, Tazmania £12. All games are boxed with instructions and are in excellent condition.

Also Game Genie only £15. Phone (081) 665 1865.

Loads of Game Boy, Master System Megadrive and Amstrad Games for sale. For a list, send a S.A.E. or phone. Hurry, hurry, hurry!!! Games going cheap!!! Hurry, hurry, hurry, hurry!!! Sarah Silver, 1 Sycamore Drive, Thame, Oxon OX9 2AT. Tel: 0844 214324.

Game Boy games for sale - Alfred Chicken, Bill and Ted, Super Hunch-back, Parasol Stars, Mr Ching, Sneaky Snakes, Harmony Cyraid, Beetlejuice, Spiderman II, Castelian, Ishido, Duck Tales, Krusty's Fun House, Fish Dudes, £15 each. Sarah Silver, 1 Sycamore Drive, Thame, Oxon OX9 2AT. Tel: 0844 214324.

For Sale: Bauer Roller Blades mint condition, size nine, black and purple, new laces must collect £30-£40. Ask for Paul after 6pm, Monday to Friday on 0323 848764.

Yo my names Ben and I sell all kinds of GB kit like mags, cheap games and equipment. So give me a call. Tel: Ben on (0452) 524208.

Game Boy games wanted: Dynablast, Mystic Quest, Robin Hood and Lemmings 2. Also for sale: Turtles £13, Adventure Island £13.50, Battle Toads £13. Phone 081 302 9754 or write to Robert Percival, 31 Collindale Avenue, Sidcup, Kent DA15 9DN. Swaps also considered.

For Sale: Zelda £10, Mortal

Kombat £10, Pinball Dreams £10, Mario 2 £6, Nigel Mansell £8, Raging Fighter £7, Castle Quest £5, Blades of Steel £7. Phone 021 353 7370 and ask for Jim. Hurry! Birmingham area only please.

Wanna write your own fanzine? Well, now you can, with this: for just £3, you can own this great new pack including useful tips, pictures of games character etc., screenshots of various games, cheats and more! And for an extra £2, you can have the PC disc full of even more useful stuff - they'll pay for themselves in no time! Just send a largeish SAE with your money to Robert Percival, 31 Collindale Avenue, Sidcup, Kent DA15 9DN.

For Sale: Revenge of the Gator £15, also Dynoblast £11. Both with B + instructions. Phone Dean on 061 797 2117 (Manchester area).

GB games for sale: Super Mario 1 £10, Top Ranking Tennis £12, Tip Off (basketball) 12, BO Jackson £6, Bart v's Juggernaut £10, or all games for £38. Ring after 4.40pm weekdays. Kirk Weyman, 10 Cyril Road, Bexleyheath, Kent DA7 4PP. Tel: 081-303 2463.

Game Boy for sale with carry case and 7 games in excellent condition: Zelda, Super Hunchback, Yashi, Gremlins 2, Marioland, Golf and Tetris, only £120. Tel: 0786 833611.

For Sale or Swap, Dr.

Franken 2 (unused - unwanted gift), will sell for £15 ono, or will swap for any good game, especially Golf and Role playing ones. Write with your offers to N. Lossin, 1 Meadow Way, Coppull, Chorley, Lancs. PR7 5DQ.

Roll up! Roll up! Superb offers! Don't miss them! Bart vs The Juggernauts and Super Kick Off for sale - only £10 each. Ring Adam on 0482 508300 after 6pm - Monday to Thursday. Don't be a fool - stay cool! Ring me now!

Game Boy games to sell or swap. MKII, War10 and Tiny Toons for example (should include box and instructions with your games please). Phone 0323 833022, Sunday or Monday evenings.

For Sale: Game Gear, needs repairs on screen, but apart from that it is fine, £30, £35 for Columns as well. Tom Henderson, Oakwood, Wanborough Lane, Cranleigh, Surrey GU6 7DT. Tel: 0483 271 285.

Sharp ZQ3250 Organiser 64Kb as new, boxed, manual, 10 major functions include calendar, shedule, tel, memo, expenses, calc. etc... £45 (cost £70) under four months old. Please ring Emma Broxup on (0665) 578262 after 6pm. Also various formats games from £10.

Amstrad 464+ computer for sale. Comes with 40+ games with 3 joysticks and b/w monitor also Amstrad Action magazines and manual plus Cheat Book. Phone 061 225 2465. Please phone after 6pm £90.

Metroid 2 for Game Boy. Mint condition. No instructions, sorry! £6.00. Write to: Rachael Webster, 77 Orchard Road, Hayes, Middlesex. UB3 2JD. Phone: 081 573 2832.

For sale: GB Action mags 1-16, 18+19, sunglasses, solution book and review supplement. Worth £21.87, sell £15 the lot. Also Game Boy games: Asterix £14, Parasol Stars £12, Gargoyles Quest £8 + R-Type £8. Call Chris on 0793 812503.

Wondering which game to

get this Christmas? Why not treat yourself and buy a spanking new Super Nintendo instead. complete with 3 joypads, one with awesome quickfire and slow motion. Comes with Super Mario World (96%). Only £40. Ring Al on 0924 495428.

For sale, Game Boy with 2 player adaptor and issues 18 and 20 of GB Action. Also Super Mario Land 2 and Burai Fighter Deluxe. All in good condition. Phone Tim on 0705 828 406. Will separate. £50 only! Other games available.

Game Boy with 11 incredible games including Lemmings (95%), Kirby's Dream Land (89%) and Top Ranking Tennis (90%), Deluxe Carry Case, batteries and headphones all included. The price? A staggering £60. Yes, over £300 worth of equipment for £60. Ring Allan on 0924 495428.

Game Boy games for sale. New £4.99 each. Hook, Beetlejuice, Pit Fighter, WWF Superstars 1st Super Mario Land 1st Taz Mania, Sneaky Snakes, Spiderman, NBA All Stars 2nd. Telephone 0689 850204.

Game Boy games for sale! Alley Way £10, Duck Tales £10, Radar Mission £6 or £22 the lot. Contact David King on 0347 838617.

Games for sale: Cool Spot £12, Top Ranking Tennis, Dr Franken and Super Mario Land 1 for £10 each. Phone 0670 516175. Ask for Stephen.

Magazine extravaganza at cheap, cheap prices. Nintendo Magazine System issues 1+2 £2 each, Mean Machines issues 0-5 and 10-24 £2 each. CVG 134-148 £1. GB Action 13 + 22-33 £1, total 2-6 £2. There's much much more. Ring for special deals on 0924 495428.

Oil! For sale, Manga video Lensman £7 or will swap for Star Wars on the Game Boy. You must pay postage. Phone 0642 311063 after 4.30 pm and ask for Mark. Hurry or it'll be too late.

Oil again! For sale RPG's for

PHOTOCOPIES ARE ACCEPTED. Please include this advert in the next available issue of GB Action

Name.....

Address.....

.....Post code.....

Telephone.....

Please make sure your phone number is clear, and include all your digits

Post to: GB Action Classifieds, Europa House, Adlington Park, Macclesfield, SK10 4NP

FREE!

ied Adverts

Amiga 500, 1200 etc. Abandoned Places, Ishar and Lords Of Chaos £15 the lot or will swap for GB Star Wars or Dynablasters. Must have box and instructions. Ring 0642 311063 after 4.30pm. Ask for Mark.

Game Genie and Handy Boy for sale. Both as new and boxed. £18 each or £32 for both. Contact David King on 0347 838617.

GB Action mags 22-31, including loads on Zelda + Mortal Kombat II review going for only £10 ono. Also Wrestle War video including Ric Flair and Lex Luger £12 ono. T Wallace, 40 Ringwood Rd, Beighton, Sheffield. S19 6DG.

I am selling jokes, magic, pop, heavy metal, badges, wigs + Masks, football, party, stationary, Halloween, key rings, rock merchandise. Prices are from 10p - £70. For a catalogue, order form, envelope + free gift, send 40p and an A4 or A5 SAE and write to Mail Ordered jokes, STU, 375 Farmleigh House, Loughborough Park, Brixton, London. SW9 8NR. All orders by 14th December 1994. You've got until 9th December 1994 to send off for a catalogue, so hurry!!!

GB games Tiny Toons 2 £10 Castlevania £5. Also SNES games for sale. Super Mario World £18 and SF 2 Turbo £25. Ring for more details on 081 830 4217. Buyer must collect. Ring after 6pm and ask for Rich.

All offers considered for my issues of Mega Tech 6-18, Sega Force 11-16, Mean Machines issues. All in mint condition. Phone Steve on 01273 586450 (Brighton area). Buyer to collect.

Sega Master System + Laser gun with two joypads and six games in box £85.

For sale: Bugs Bunny Crazy Castle boxed with instructions (83%) £15. Swaps considered. Tel: 0602 830531. Ask for Lyn.

For sale: Game Boy with light magnifier, mains adaptor, headphones and even two

player link. three games- Tetris, World Cup and Wave Race, all boxed with instructions. Will sell for £60 ono. Ring Thomas after 4pm weekdays on 0229 869272.

Issues 17-30 of GB Action £5 the lot. Also Game Gear games for sale, Super Space Invaders £10 ono, Aladdin £12ono, boxed with instructions. Call Sheila on 0285 657867.

Game Boy games for sale: Zelda-£15, Popeye 2- £12, Adventure Island- £12, Monopoly- £22, Caesars Palace- £18. All games boxed with instructions. if you buy all 5 games for £74 you will make a saving of £5 and a Logic Carry Case free. Phone 0792 864358. Ask for Andrew.

Monopoly for sale. This Game Boy game is very hard to obtain from nearly all shops. It is for sale at £22. If interested phone 0792 864358. Ask for Andrew. Boxed with instructions.

Zelda for sale- £15. Boxed with instructions. If interested phone 0792 864358. Ask for Andrew.

Popeye 2 and Adventure Island for sale. Boxed with instructions- £12 each. Phone 0792 864358 and ask for Andrew.

5 CDs for sale at only £16 the lot! Also Robocop for sale at £8 or Robocop plus 5 CDs for £20!!! Issues 27+29 for sale at £2 each. Phone Michael on 0308 863464. Hurry! Hurry! Hurry!

For sale. Game Boy with 10 games- Dr Franken, Zelda, James Pond, Gargoyles Quest, Tetris, Double Dragon 1+3, Choplifter 2, Mega Man 2, Xenon 2. Tons of mags, battery pack and carry case. Worth over £300 will sell for only £200 ono. Ring Matthew on 0691 658301.

Game Boy for sale. Super Mario, Pit Fighter plus four other games. Also adaptor, magnifier and ear phones. Worth £220. Sell for £130. Call Jason on 0792 791212.

I have got a NES with 7 games: Battletoads- Double Dragon, Mario 1&3, Duck Hunt with Zapper, Micro MACHines and more. Please phone 0787 475951 and ask about NES. Will sell for £25 ono.

Game Boy games for sale: Krusty's Fun House, Top Ranking Tennis and Nigel Mansell's Championship racing. £15 each or £40 the lot. Phone Nick on 0922 35647 after 4pm.

For sale: SNES universal adaptor with 3 US games, Pilotwings, Lawnmower Man and Drakken. Also Wing Commander (UK). Adaptor +3 games £100, Wing Commander £25. The lot for £120. Call Jamie on 0305 264269.

Caesars Palace for sale- £18. Phone 0792 864358. Ask for Andrew.

Game Boy games for sale. Mario 1 and 2 (£12), Tiny Toons (£10), Bubble Bobble (£10), Chase HQ (£10), Marble Madness (£10), Turtles FOTFC (£10), Solar Striker (£10), Motocross Maniacs (£10). All with instructions, two boxed- Marble Madness and Tiny Toons. Phone Stuart on 0932 856133.

I'll sell my Game Boy for £35. I've got 2 games Navy Seals and Alien vs Predator for £15 each or the lot for £60. Phone after 5:30pm on: 031 447 8272 or 12am on 031 556 6952.

For sale- Game Boy + Tetris £25, handy boy £10, carry case £10, 10 games including Mortal Kombat, Lemmings and Crash Dummies £3-£12. All games £60- everything £100ono. Ring after 4pm on 0532 678945. Ask 4 Sam.

Hi! I am selling Pugsley's scavenger Hunt for £14. Originally £24.99. It is boxed with instructions. if interested phone Andy on 0620 894767.

Master System 2 for sale. 12 games, two joypads and all wires. Only 3 games without instructions. Not wanted anymore. Quick sale £75.

Please phone 0851 703385 after 4:30pm and ask for Iain.

Please phone after 6pm. Tel: 0782 599872.

Don't know what to buy for Xmas. Haven't got much money? gameboy games for sale: Tetris for £7, Chase HQ, Dragon's Lair for £10, Super RC Pro Am, Super Kick Off for £12, Lemmings, Bugs Bunny, Mario 2, Tiny Toons for £14. Also Zelda and Mortal Kombat for £15. Phone Richard on 0342 892377.

CDs for sale at £17 each. Phone for a list which costs 10p. There are 90 titles to choose from. Phone Michael on 0308 863464. Also issues 27 and 29 for sale. Buy anything and get a free gift.

3 wrestling videos for sale, one WWF, two WCW. All 3 for £10-£15. Also one Visionaries video (cartoon) for less than £5 or I will throw it in with other 3. Phone 051 430 0580. Must live in Merseyside area and be able to collect.

American Super Game Boy for sale. Mint condition. £30. American Super NES owners only please. Call Ross on 0324 551113.

GB for sale with 15 games + carry case £150 or £15 for each game. Tel: 0727 875560. Ask for Michael.

SNES games for sale: Robocop, Bubble Bobble, Mario 3, Airwolf+ Turtles, all boxed with instructions. £10 each or £45 for all. Phone 0792 864358. Hurry!!! Ask for Andrew.

For sale: Game Boy, Adaptor, Light Magnifier, Two player lead, headphones with five top games including Zelda, Alfred etc. All with boxes and instructions, top condition £130 inc. P&P. Call 0884 253707.

For sale- Ms Pac Man. Brand new! Unwanted gift. Ideal Xmas present at only £14 ono. Tel: 081 742 7086 inc of P&P.

SWAPS

I WILL SWAP PARODIUS 'Jap' for f-Zero 'Jap' or 'us' or 'UK'.

I will swap my Nintendo World Cup, Dr Franken 2 and Crash Dummies for Goal Top, Ranking Tennis and Super RC Pro Am. Ring 091 5490431 after 6pm.

I will swap Zelda, Mortal Kombat, Side Pocket, Alien 3, Asterix, Qix, Prince of Persia, Star Wars for Mortal Kombat II, Bases Loaded, NBA All Star, Challenge II, Donkey Kong '94, Battletoads/Double Dragon, Batman Animated Series. Call 0344 425026.

I'll swap Turn and Burn + Bart Simpson Escape from Camp Deadly for Battle of Olympus and Secret of Zelda? Call between 6 & 7pm to Dennis Bakhiu's in Holland. Phone 0031 05920 56135. Please hurry, hurry, hurry.

Hi!! I will swap 2 of my games for one of yours. My games are Track Meet, Bart Escape from Camp Deadly, Rampart and Batman. Mine are all boxed + instructions, yours doesn't have to be boxed but it has to be over 85%. If you are interested please phone me between 6-9pm (ask for Kit). Phone this number: 0844 217096.

SNES games. Swap Game Boy games 2 for 1, or possibly buy SNES games if cheap with box and instructions. Phone (0323) 833022 Sunday or Monday evenings.

HELLO! I will swap Loony Tunes and Crash Dummies for Mario Land 2 or Tiny Toons 2. Tel: Paul on 05395 34167.

Hi! For swap Nintendo World Cup and Tetris without instructions but with boxes. Call Gabriel after 7pm on week days on 0453 884724.

Swap my Dr Franken for Dr Franken 2, Wario Land for Yogi Bear, or Splitz for Garfield or The Real Ghostbusters. Only the above games. Phone 0745 887697. Ask for Lynne.

I will swap my Speedy Gonzales for Mortal Kombat, Wario Land or Monster Max.

Continued...

Free Classified

If interested call Adam on 0964 622554.

I've got Mario 1+2+3, I would swap it for Taz 1 or Jurassic Park and I also wanted Tiny Toons 1 or Power Rangers. Phone 0463 221930 ask for Steven. Sorry Mario 1 does not have a box.

Yoo hoo! I will swap my Zelda for Alfred Chicken, Batman The Animated Series, Mega Man 3 or 4, Speedy Gonzales, Super Hunchback, Super James Pond, Tiny Toons 2, Turtles 3, Bomberman, Yogi Bear, Cool Spot, Itchy and Scratchy, 2 copies of Parasol Stars or Jelly Boy. I will also swap Wario Land and my Barcode Battler for Donkey Kong '94. Phone Louise after 6pm any-time on 0266758523. must be boxed with instructions as mine are- no others accepted.

I will swap my Star Wars (boxed) and Fortress Of Fear for one of the following games: Battle Of Olympus, Mystic Quest, Indiana Jones or Jurassic Park. Write to: M. Rowles, 17 victoria Road, Devizes, Wiltshire. SN10 1ET.

Will swap F1 Race, Wario Land, Kirby's Pinball for Monster Max, Mortal Kombat II, Lemmings 2, FIFA, Speedy Gonzales, Yogi Bear, Desert Strike or Dr Franken. Phone Adam on 0606 593124.

I will swap my Wario Land, Double Dragon or High Stakes Gambling for your Pinball Dreams, Pang, Populous, Lemmings or Super RC Pro Am. If interested call Paul on 0452 812942 now!

Will swap my C64, over 65 games, tape deck, joysticks, paddles, manuals, Simon's basic cartidge and some magazines for almost any other computer, console, or handheld console. Ring 0202 512656, ask for Zoe, mention C64.

Swap: Pacman, Alfred Chicken, Monopoly, Castle Quest, Top Ranking Tennis, Alien 3, Dr Franken 2, Humans, Marble Madness, Navy Seals or Caesars Palace for Wario, Kombat II, Monster Max, Donkey Kong,

Tetris 2, Cool Spot or World Cup '94. Phone John on 01825 790084 now!

I have Wario Land, Zelda, Pinball Dreams, Mario 2, Kirby's Dreamland, will swap for Mystic Quest (Final Fantasy), Yogi Bear, Donkey Kong or will swap any 2 of my games for any good SNES game eg. Legend Of The Mystical Ninja. Other swaps considered. Must be boxed with instructions as mine are please. Phone Donny on 041 427 2128 after 6pm.

Swap my Dragon's Lair for your Prince Of Persia. Ring 021 705 1209.

Will swap my Mortal Kombat, Lemmings, Wario Land, Zelda, Mario 2, Tiny Toons 1+2 for your Jungle Book, Monster Max, Kirby's Pinball or any game above 80%. Get them in before Xmas. Phone Richard on 0342 892377 preferably on Saturdays.

I will swap Mercenary Force, universal Soldier, Batman, Speedball 2, Kick Off or Home Alone 2 for MK II or FIFA or will swap 2 games for a Pro Action Replay. Phone 0604 864712. Ask for Matthew. PS. First come first served.

Wanted GB games, Lucle, Asterix, Tesseract, Boxxle, Jungle Book, Castle Quest, Alien Olympics or any good RPG. Will swap one for one. I have JP, Mystic Quest, Chessmaster, Caesars Palace. All boxed etc. Ring 0924 468461 (Dewsbury).

Swap my Dynablastor or Parodius for your Aladdin, Alfred Chicken, Jungle Book, Star Wars, Mystic Quest, Desert Strike, Lemmings, Empire Strikes Back, Lemmings 2, Micro Machines or Lion King. One for one, B+I. Call 081 665 1865 now! Croydon area only.

SALES/SWAPS

Swap or sell Blues Brothers, McDonald Land, Gremlins, Bart, World Cup, Flash, Robocop, Hook, Spider 2, Battletoads, sell for £5-10, also swap for RC Pro Am,

Jurassic, Striker, Battle Toads 2, Spiderman 3, Speedball 2, Tiny Toons. Ring now 06625 49410.

For Sale: Zelda £13, Wario £12, Star Wars £12, RC Pro Am £10, Xenon 2 £8, Mario 2 £12, Sensible Soccer £12 and Empire Strikes Back 12. Will swap for Bomberman, Donkey Kong or any other games over 90%. Phone 0742 666601.

Sega Master system with one built in game and ten other games that include Chase HQ, Asterix and many more plus two controllers and one joystick. Good condition. Sell for £100 or swap for a Mega Drive. Tel 0892 784295.

Sale or swap Neo Geo 15 games inc. King Of The Monsters 1 and 2. Will sell for £150. Also for sale SNES + MD 25 for each £100. Will swap Neo Geo and SNES for GB Handyboy and 150 games. Phone 0305 821462. Ask for J. Mags and VCR for sale too.

Lynx games for sale, 14 in all. Sell the lot for £150 or £15 each or swap for Game Gear games. Tel: 0727 875560 and ask for Michael.

For sale- Sega Master System with 9 games £150 or swap for Sega Mega Drive with 3+ games. Also wanted Bases Loaded and Best Of The Best for GB. Will swap for Wario Land and Zelda or F-15 Strike Eagle. Phone Andy on 0522 534431.

CDs for sale. Phone Michael for list on 0308 863464. All discs are brand new. Buy 5 for only £18. Am I crazy? (Probably). Remember- buy any 5 for just £18 or swap for 2/3 GB games. Hurry now! Bye.

For sale- Amstrad CTM 644 lots of games and 128K memory. For swap: Super Mario Land 1 for one of the Mega Man games. for both of the requests phone 0463 221930 evenings. PS Taz 1 wanted also.

Wanted very badly! Mario Tennis. I will swap my Robocop for your Mario Tennis. Also if you send me £3 I will send you 4 GB mags

and an official Nintendo cheats and map book along with much more. Phone Michael on 0308 863464.

Game Boy for sale with 2 games- Gauntlet 2 and Tetris. Will sell for £45 or will swap for Master System 1 and two joypads+ 1 game. Must live local to Bolton/ Manchester. Also wanted Spectrum 128K. Will pay up to £20. Call James on 0204 493089.

For sale or swap. 2 Nintendo hand held games (LCD). Both boxed with instructions. 'Donkey Kong' (multiscreen) 310 + Snoopy, Tennis £7 or £15 for both. Will swap for any good GB games 1to 1 basis. Write with your offers. Nick, 1 Meadow Way, Coppull, Chorley, Lancs. PR7 5DQ.

Master System for sale with three games and one control pad. Sell for 365 or swap for Game Gear with three good games. tel: 0203 442928. Ask for Mark. Phone before 4:30pm.

Robocop for sale or swap. Will swap for any game but I would prefer Robocop 2. Ring 0308 963464 and ask for Michael. Hurry! Also back issues for sale for £1.50. Call after 5pm. Quick!

I will swap my Robocop for anything or I will sell it for £7! Call 0308 863464 and ask for Michael. Because I'm in a good mood I'll even throw in a goody bag for just £1 extra! Call me now!

PC games for sale: Pinball Dreams, Alone In The Dark 1, Monkey Island 2, PGA Tour Golf, Civilisation. All £20. Lemmings £10 or swap for SNES control pad or SNES American Adaptor. Phone DAvid on 0483 421684.

Game Boy games for sale: Looney Tunes, Speedy Gonzales, Super Hunchback, Wario Land. All boxed with instructions. £15 each. Might swap for Mystic Quest or Monster Max, one for one. Telephone 01306 730 224. Must collect. I live in Dorking/ Guildford area.

For sale. Mario and Yoshi, Empire Strikes Back, Mario 1, all £10. Tetris £7. Will sell all

of these + Game Boy for £40. Will swap any of the above games for Wario Land, Mario 2 or Handy Boy. Call 0483 421684 as soon as possible.

PENPALS

My name is Daniel Brady, I like Game Boys, Karate and Football. For my Game Boy I have got Super Marioland, Tetris and Gremlins 2. I have also got a megadrive and an Atari 7800. I support Charlton Athletic and my best players are Carl Leaburn and Alan Pardew. Please reply! Daniel Brady, aged 10, 102 Thames Road, Crayford, Kent DA1 4LP.

This advert is on behalf of my brother. He is a male of 31 years and wants penpals from any country. Sex and age doesn't matter. So write to: Stephen A. Nunnoo, P.O. Box 11516, Accra-North, Ghana.

Hi Friends, I am a male of 19 years and an African. My hobbies include writing letters and playing football. If you are interested write to: Stephanas Nunoo, P.O. Box 11516, Accra-North, Ghana. Please I want penpals from any country.

Hello Friends, I would be very delighted to have pen-friends from any part of the world. I am a male of 17 years and if you are interested please write to: Eric Ayettey, P.O. Box 0699, OSU-Accra, Ghana.

Dear friends, I am a Ghanaian male of 15 years. I want to have penpals from any country. My hobbies are Lawn Tennis, Table Tennis and Football. I love you all - Yakubu Mohammed, P.O. Box M.173 - Accra, Ghana.

Penpal wanted! I'm Irish and would like a penpal aged 8-11. I am 10 and support Man Utd. Write to 56 Meadow Grove, Dundalk, County Louth, Ireland. 100% reply. My name is Paul.

Hi! If you're between 1 and 100 years old and you like to have fun and interesting mail. If you want to know new friends, like reading,

ied Adverts

video games, films, sports, comics, music and more, write to me we can be friends. Answer for everybody. Write to: Gianni Fusco, 6310 11th Ave, Apt 3A, Brooklyn, New York. 11219. USA.

Wanted! Male penpal for 14 year old girl. Must love going out and having a laugh. Write to me if you are 14+ and live in Scotland. Send a photo to: Donna Gillespie, 9 Mill St, Ochiltree, Cumnock, Scotland. KA18 2NS.

Hi! Male penpal wanted 11-12, must love life and comedy and food! Interested? Write to me Liam Elliott at 33 Alexandra Rd, Farnborough, Hants. GU14 6BS. Will reply to as many as possible.

Chill out! Penpal wanted, male 10-11 for a ten year old girl. I like Red Hot Chili Peppers, Let Loose, wind surfing and Game Boys. Write to Del Brown, Old Down Hill Quarry, Hafod Rd, Gwernaffield, Mold, Clwyd CH7 5ES. Photo if poss.

Single female seeks male penpal. Must be sexy and send photo if poss. Perhaps be willing to swap/ sell GB games. Reply to Dawn Morton 115A Broughton Road, Crewe, Cheshire. CW1 4NP. PS 100% reply. Must be aged 14-16. I'm 15.

Hi to all you females out there. If you want a 16 year old male to write to I'm the very chappie. I will try to reply to all letters. Write to James Smith, 112 Victory St, Bolton, Lancashire. BL1 4HS.

Hi! I am looking for a female penpal aged 14-16 years old. I am 14 years old, male. I'll write about life. I hate Take That, I like planes and gliders and flying. I also like Meat Loaf and good films. If possible send photo. So get writing to: Steven Palmby, 7 Cromwell Road, March, Cambs. PE15 8NA.

MAGS & CLUBS

Pik Lok, the ultimate AR and game genie cheat mag, almost 200 codes. Many for

latest games including Zelda, Mk, Zool etc. This is the best mag for cheats. Send SAE plus 65p if you have AR/66 you need Pik Lok1. Thomas Rogers, 39 Oaklands Road, Bridgend, Mid Glam. CF31 4SN.

MIRACLE! The all format fanzine is here! Plus it's the only fanzine with plenty of surprises. This month's issue is an Xmas special and it's jam packed full of stuff! We continue on the Mario Review series, special cheats for Mortal Kombat II (Mega Drive), two poll votes on new technology (Ultra 64, Saturn etc.) a new 'news page' called STOP PRESS, a new 'reviews page' we dish the dirt on our D. Art Editor, have a great laugh on the FUNNY BONES page and much, much more!!! The first 6 people will get a half price MIRACLE! voucher, 4 Street Fighter II stickers + a Kit Kat/ Burger King giveaway voucher. So hurry! Send your name, address, post code, whether you want it in colour or black and white, age and £1 + an A4 or A5 SAE to: MIRACLE!, STU, 375 Farmleigh House, Loughborough Park, Brixton, London. SW9 8NR. Send all correspondence by 14th December 1994.

Are you stuck on any Game Boy game or need some level codes. Please send 50p and your game problem. money returned if I can't help you! Please write to: Steve Beverley, 11 Marchburn Court, Northfield, Aberdeen. AB2 7PQ.

Issue 6 of GB Magic is still available. If you would still like a copy send 50p to the normal address. The new look mag has radical reviews, nifty news, cool cheats, Tailpipe's tips, movie madness, The Big Word and loads more. Write to: F. Hopkins, 27 Burnside, Haddington, East Lothian, Scotland. EH41 4ER. PS. Don't send loose change.

WANTED

Wanted: Fire Fighter for Game Boy. Ring Louise on 0924 378764.

Scrabble wanted desperately for the Game Boy. Top price paid £30 (maybe more) or does anyone know where I can buy it? £2.50 paid for info. Ring Adam on 0865 247665.

Can someone send me a photocopy of the classified adverts in GB Action, issue 33 December 1994. I am willing to pay up to 30p. Write to STU, 375 Farmleigh House, Loughborough Park, Brixton, London. SW9 8NR. Thankyou!

Wanted! Any Star Wars figures or Action Force figures. Will pay reasonable price but they must be in good condition. Ring Rob on 051 430 0580. Must live in the Liverpool area or the North West. Ring after 5pm please.

Wanted for GB, Wario, Zelda, Zool, Tetris 1+2, Krusty's Fun House, Lemmings, Alfred Chicken, Pinball Dreams, Donkey Kong, will pay £4-£12 per cart above must have instructions. Other games considered. Tel: 081 422 7462 (N.W.). Ansaphone.

Wanted! Top Ranking Tennis, Track And Field games. Must be in good condition with instructions and plastic cases. Will pay £8-£12 each. Write to Andrew Stephenson, 42 Caris-Brooke Road, Luton. LU4 8HE.

Wanted! The code for Krusty's Fun House that opens all the doors to the game. Come on, somebody must know it. Please reply

through GB Action ads section. Bye 4 now! Tailpipe from Aberdeen. Get your ads in now Smeg-heeds!

Please send your lists of GB games to me. Must be over 87%. I would especially like Track and Field or any good platform games. Write to Dawn Morton, 115A, Broughton Road, Crewe. CW1 4NP. Phone between 4.30-6.00pm Mon-Fri only on 0270 588865! Ta!

PERSONAL

Ode to Kurt Cobain (NIR- VANA) - I wear a bandana - and listen to Nirvana, He went by the name - Kurt Cobain, Now that he's gone - I feel a pain, Because of that shit - in his bloody vein. R.I.P. Kurt, Miss-ya! "Tailpipe" from Aberdeen.

Hello to all the Smeg Heads who read these ad's, and to all your mums and dads, and to all the lasses and lads - who spends their wads on the Mega G.B. Action mags C-ya! "Tailpipe" from Aberdeen.

Hello to Fiona, Susie, Britvic, Heather at GB Magic in Haddington from Tailpipe in Aberdeen, how you all dooooing! Write back soon- in a GB Action ad! Bye 4 now! Smeg heeds.

Biff, I think the Manics are great, as do most of my friends, you are not alone you poor man. Don't be mean to my mate Biff! From

Rob Andrews, Wickwar, Nr. Bristol. Write to Personals and I will write back!

Happy Christmas to Animal (Methano), Belchak, The Silver Fox, Stu (Minotaur), Avy (Emperor Ming), Guppy, Graham, Seal, and Rain Man. Lets get into that good ol' winner's enclosure this year!! From The Adman, GB Action.

Ayrton Senna, rest in peace. I will remember you for being the best 3 time champ ever. F1 will never be the same again. Roland Ratzenberger, rest in peace. I will remember you for being the best up and coming driver ever. F1 will never be the same. RIP. We all remember you both. formula 1 fan of Ayrton and Roland.

MISCELLANEOUS

Enter the following code (NPXTO) for Pugsley's Scavenger Hunt to start the game with 225 lives. Sent in by Tailpipe from Aberdeen. Over and out! PS. Not a bad code eh!

GB MAGIC needs reviewers! There are 2 jobs available. Send us a sample of your work (a short review, no more than 125 words). We will discuss wages. Every applicant will be considered! Send your best work to: GB Magic (Review job), 27 Burnside, Haddington, East Lothian, Scotland. EH41 4ER.

PHOTOCOPIES ARE ACCEPTED. Please include this advert in the next available issue of GB Action

Name.....

Address.....

Post code.....

Telephone.....

Post to: GB Action Classifieds, Europa House, Adlington Park, Macclesfield, SK10 4NP

FREE!

Please make sure your phone number is clear, and include all your digits

PURE GAME BOY EXCITEMENT

NEXT MONTH

O yay, o yay, o yay! Here comes an important announcement. O yay, o yay, o yay! Etc



GB ACTION

We mentioned on the Welcome page that a few changes were afoot. Well, it's true, the familiar faces of Andy, Rob, Neil and Lionel won't be greeting you with the same hearty cheer next issue. That's not cos we're all going to be in a bad mood or anything, just that there will be some new faces at the helm, steering you safely through the calm waters of that thing you know as GB Action.

We wish them all the best as they take up the challenge of providing Game Boy owners everywhere with the stylish and expertly presented info which you have enjoyed for the last 34 issues.

So wipe away those tears, hold back that wave of emotion with which you greet this news and look forward to this new phase of the ever improving GB Action.

All that is left now is for us to offer a cheery goodbye as the team passes on its mantle to a new bunch. Here's to the next thirty-four issues. May they be as great as those of recent times. *GBA*

Make sure you don't miss out on any of the GB Action. Fill in this form, hand it to the newsie and your very own copy will be waiting for you. Do it. That's an order! (No, 8 pints and a packet of crisps - that's an order!)

Name _____
Address _____

Post Code _____

Note to newsagent: GB ACTION is available on a sale or return basis from COMAG

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CRAB



YOUR

It's cold. It's really really cold.

And you know what? It's going to get colder.

The whole world is being cocooned in ice and snow by the Yeti - a gruesome beast with an icicle for a heart and quite appallingly bad breath. His plan is to create and rule a new frozen kingdom here on earth.

Thankfully, Mr. Nutz, SuperSquirrel, is about to turn up the heat. Only he can prevent a new and permanent ice age. To help him on his way he's got a lotta Nutz, a lotta gutz and one enormous tail.

The temperature's dropping but the heat is most definitely on.

NUTZ



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